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Welcome

In the world created by J.R.R. Tolkien, Middle-earth was never simply a setting for his stories. In the fifty years of writing that produced the history of Middle-earth — including *The Lord of the Rings* and *The Hobbit* — the objective was to create a living, breathing world. The War of the Ring was never just a background for the story of the Fellowship — it was a living, comprehensive history through which the lives of Frodo and his companions moved.

The Lord of the Rings Online™*: Shadows of Angmar*™ offers you the chance to truly experience the War of the Ring … to move through the world of Middle-earth freely, to join the Free Peoples as they face the shadows of evil that threaten to engulf the world.

This is Middle-earth's last great age of heroes … you have been called to join the ranks of those who will be remembered in song and story as the Third Age passes and the Fourth Age begins!

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System Requirements

MINIMUM SPECIFICATIONS

- **Processor.** Intel Pentium 4® 1.8 GHz or equivalent
- **Video.** 64 MB NVIDIA GeForce® 3 or ATI® Radeon® 8500
- **RAM.** 512 MB
- **Disk Space.** 7 GB available
- **DirectX.** DirectX® 9.0c
- **OS.** Windows® XP
- **Connection.** 56kbps Modem
- **Optical Drive.** 2X DVD ROM

RECOMMENDED SPECIFICATIONS

- **Processor.** Intel Pentium 4® 2.8 GHz or equivalent
- **Video.** 128 MB NVIDIA GeForce® FX 6800 or ATI® Radeon® X850
- **RAM.** 1 GB
- **Disk Space.** 10 GB available
- **DirectX.** DirectX® 9.0c
- **OS.** Windows® XP/Vista
- **Connection.** Broadband DSL/ Cable
- **DVD Drive.** 2X DVD ROM

Installation

1. Insert the first *The Lord of the Rings Online: Shadows of Angmar* DVD into your disc drive.
2. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows taskbar, then:

   If you are using Windows XP. Click **Run** and type **D:\lotrosetup**, then click **OK**.

   If you are using Windows Vista. Type **D:\lotrosetup** in the "Search" box and press Enter.

   (If your disc drive is assigned to a letter other than D, substitute that letter.)
3. Click **Next** and follow the remainder of the on-screen instructions to finish installing *The Lord of the Rings Online: Shadows of Angmar.*

INSTALLATION OF DIRECTX & OTHER SOFTWARE

Depending on your system and installed software, additional components may need to be installed. The game will automatically detect, install or update these components. Click **Next** to continue through this process.

THE README FILE

The installation disc for *The Lord of the Rings Online* has a ReadMe file that contains the latest updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print. To view this file, navigate to *The Lord of the Rings Online* folder on your hard drive (default is C:\Program Files\Turbine\The Lord of the Rings Online\en) and double-click on the file called ReadMe (ReadMe.txt). This folder also contains the End-User License Agreement which describes the terms to which you agree when you play *The Lord of the Rings Online*. Please review this document carefully.

LAUNCHER

Once installation is complete, to start the game:

If you are using Windows XP. Double-click on *The Lord of the Rings Online* icon on your desktop to open the Launcher panel. You can also start the game from the Start menu by choosing Programs >> Turbine >> The Lord of the Rings Online >> The Lord of the Rings Online.

If you are using Windows Vista. Click the Start button on your Windows taskbar and click Games to open the Windows Games Explorer. Double-click *The Lord of the Rings Online* icon to start.

If any updates to the game are available, the Launcher panel will automatically download and install them. Check the News window of the Launcher panel for notes about any game updates. You can turn off auto update via the Launcher Options panel. You will be prompted about using this feature the first time you close the game client. The launcher also contains hyperlinks to game-specific web resources. Click the hyperlinks in the news articles or at the top of the launcher to open the links in your Internet browser. Once you have signed in and started the game, the launcher will minimize and will be available from the Windows system tray when you quit the game. In this state, the launcher will scan for updates and will be available for quick login. Right-click on *The Lord of the Rings Online* icon in the taskbar to see available options.

NOTE

You do not need any of THE LORD OF THE RINGS ONLINE *game discs in your drive to play.*

CREATING A USER ACCOUNT

Since *The Lord of the Rings Online* is a massively multi-player online game, all character information is stored on the game servers. Therefore, you must log in and connect to the central game servers to play the game. To do this, you must have a valid *The Lord of the Rings Online* subscription in your Turbine account. During installation, you will be prompted to activate your Product Key.

To create your subscription, click on the link provided on-screen or go to https://myaccount.turbine.com to reach Turbine's Account Management website. You will need your Product Key (found on the inside of your DVD jewel case or bundled together with your CDs) as well as a debit, credit or pre-paid game card information ready during sign up. You will also be prompted to choose your Username and Password. This is what you will use to login to the game via the launcher. *(Never give out this information! No one from Turbine or its partners will ever ask you for this information. Keep a copy in a safe place!)* Follow the instructions on the website to complete the process. This is also when you create a Forum account to use Turbine's discussion boards.

You may return to the Account Management website at any time to update your account and billing information. Simply return to the Account Management website and log in with your Username and Password. Should you obtain additional *The Lord of the Rings Online* Product Keys in the future, you can also return to this website to set up additional subscriptions or apply new pre-paid game cards using the same Username and Password.

LOGGING IN

To log into the game, start the **Launcher** (p. 5) and enter the Username and Password that you chose when you created your account (see **Creating a User Account**, p. 6). Remember that your Password is case-sensitive — enter it exactly as you did during account creation. If you have not created an account yet, click on **Need a Username?** to create one.

If you have lost your Password, click on **Lost your Password?** to recover it. Once your Username and Password are accepted, select the world on which you would like to play, and click the **Play** button. The world names represent separate worlds of Middle-earth. Your character will permanently reside on the world you choose and *cannot* move to another world. When you return to play *The Lord of the Rings Online*, make sure that you select the same world name to play. (The game will automatically highlight the last world you played on.)

When you launch the game for the first time (and after updates), the End-User License Agreement is displayed. You should carefully review this agreement, and must accept its terms before you can play the game. Scroll to the bottom of the document and click on the Accept button to indicate that you have read the document and accepted its terms. (The game will require updates periodically. The updates happen automatically upon launch through the update system.)

You can use Esc to bypass the introductory cinematics.

IN-GAME HELP

The in-game help system can be accessed any time after you log into the game by pressing Esc and selecting **Help**. There are three main ways you can find help for in-game questions or issues.

The first option is to use our online knowledge base, which contains a wealth of information pertaining to all aspects of game play. The intuitive search engine will make it easy for you to find answers to your questions.

The second option is to check the community site at www.lotro.com, where you will find an interactive forum to communicate with fellow players and the Community Support Team. It is very likely that someone will have already experienced and resolved the very issue you're experiencing.

The third option for finding support is by opening a ticket with our in-game support personnel. The help provided by the in-game support team is limited to issues such as abuse, cheating or other undesirable interactions with other players. The in-game support team will not answer "how to" questions and will refer inquires of that type to our knowledge base.

CHARACTER SELECTION

Once the game launches, you will need to choose a character to play. You are able to create and play up to five characters on each world, choosing from among four races and seven different classes. If you do not have any characters, you must first make a new character before you can begin playing (see **Creating a Character**, p. 12). If you have already created a character, you can click on that character's name (in the right-hand list) to see an image of it. Click on the arrow buttons to rotate your character's image or the "+" and "–" buttons to zoom in and out. Select a character and click on the **Enter Middle-earth** button to enter the game with that character. The **Delete** button removes the selected character. You will be asked to confirm your choice to delete by typing in that character's name.

WARNING!!

When you delete a character, that character is GONE FOR GOOD! *The character and all of his or her equipment is destroyed.*

Quick Start

Once you have created and selected your character, click on the **Enter Middle-earth** button to enter the game. (You can create another character — up to five on each world at any given time — by clicking on the **New Character** button.) Your character enters Middle-earth in a special tutorial area based on your character's race. Here you will be shown the basics of playing the game and will be introduced to some of the characters in Middle-earth. After this first private instance (an "instance" is an area where you, or your fellowship, play in a special setting dedicated to just you) Hobbits and Men are taken to Archet in Bree-land, while Dwarves and Elves are taken to Thorin's Gate in Ered Luin. There you start your journey through Middle-earth.

For an illustration and description of the **Main Game Screen**, see p. 49.

HINTS

The game displays tutorial hints in a pop-up window as you encounter new situations. Read the hints to learn the basic game mechanics. Each hint will normally only pop up once. If you want a hint to continue to appear periodically, uncheck the "Do not show this hint in the future" box.

WALKING AROUND

Press W to move your character forward, S to move backward, and A and D to turn your character left and right, respectively. You can also use the arrow keys to move your character. Q and E make your character slide, or strafe, left and right, respectively. (These are the default keys; you can change them in **Options: Key Mapping**, p. 98.)

Mouselook Mode. Hold down the right mouse-button to use your mouse to control the direction the camera faces, even while you are moving. This is called mouselook mode. If you are in mouselook mode, A and D will make your character sidestep left and right rather than turn.

Doors. While exploring, you will come across buildings that you can enter. Right-click or double-left-click on a door or gate to see if it opens for you.

Radar. The circular window in the upper right corner of your screen is your Radar. Your character is represented by the triangle in the middle of the map. See p. 50 for details.

EXAMINING ITEMS

You can examine items that you have equipped (items displayed in your Character Journal window) or items in your inventory by moving your cursor over the item to automatically bring up the examination tooltip. You can do the same with other players, non-player characters (NPCs), and interactive items like doors. As an example, open your inventory (press I or click on one of the bag icons in the bottom-right of the screen) and hold your cursor over any item; its tooltip will appear, giving you detailed information about the item. Your cursor will change to show how you can interact with the item. There is also a comparison tooltip for equipped items, which compares the item you are examining with the item (or items) it can replace that you currently have equipped. The equipped item is shown in bold text as **Equipped**. For more information, see **Equipment**, p. 60.

INVENTORY

Open your bags (press I or click on one of the bag icons in the bottom-right of the screen) and double-click an item, such as a weapon or a piece of armour, to equip it. (You can also drag an item from your inventory to an equipment slot, or right-click it.) Dragging a weapon to the second hand slot equips it as a second weapon, in your off hand, but only if you can wield two weapons. If you drag an item to a Quickslot bar (see **Quickslot Bars**, p. 56), you can equip it by simply clicking on the Quickslot bar button or pressing the associated key on the top row of your keyboard (1-=). You can permanently destroy an item by dragging it out of your inventory and dropping it into the game world. You will be asked to confirm your action before the item is destroyed.

NOTE

You cannot equip armour or weapons with which you are not proficient (the ones with red text or frames), and you cannot hold a second weapon in your off (second) hand unless you have dual-wield proficiency and it is an off-hand weapon.

NOTE

Some items are level-locked (can only be used if you have reached the required level), or bind on equip or pick up. (Bound items cannot be sold or traded to other players, although they can be sold to NPC Vendors. YOU WILL BE WARNED BEFORE SUCCESSFULLY ACQUIRING OR EQUIPPING THOSE ITEMS.)

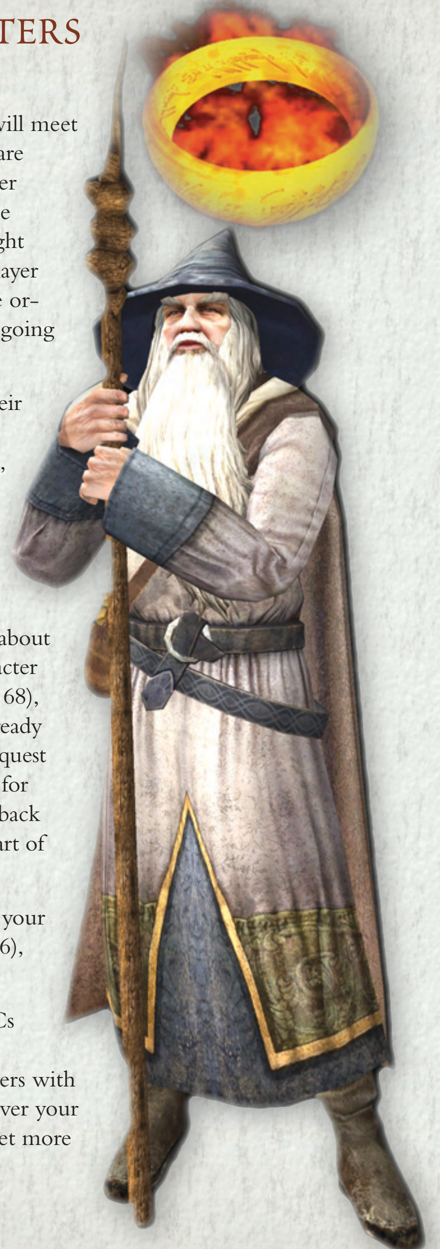
OTHER CHARACTERS & RINGS

As you explore the world, you will meet other characters. Some of these are controlled by other players (player characters, or PCs). Some may be enemies that you will have to fight or avoid. The rest will be non-player characters (NPCs). These are the ordinary citizens of Middle-earth, going about their business.

Some NPCs have icons above their heads, signaling a special purpose of some sort. To talk to any NPC, go up to him and right-click on him. Keep your eye out for NPCs with a gold ring icon floating over their heads. These characters have something important they need to talk to you about — the gold rings indicate a character who can offer you a quest (see p. 68), or further a quest that you are already on. (A silver ring means that the quest the NPC has to offer is too high for your level and you should come back later; a flaming ring indicates a part of the Epic storyline.)

Other important NPCs to keep your eye out for are **Vendors** (see p. 76), and **Trainers** (see p. 17).

Your Radar indicates quest NPCs with a gold ring, Vendors with a green and gold tabard, and Trainers with a scroll (among other icons). Hover your cursor over any Radar icon to get more information about it.



COMBAT

You will not be in Middle-earth long before you have to prove your worth in combat against enemies or wild creatures. To enter combat, make sure you have your best weapon and armour equipped, then click on the enemy you wish to fight to target it. (Press [Tab] to cycle through available targets, especially if you are having trouble selecting the specific target you want.)

To engage in melee (close-range) combat, approach the target and click the large auto-attack button (the circled sword) at the bottom of your screen. You will begin to attack as soon as you enter melee range. Alternatively, you can enable your character to automatically move to the target you select. To enable this option, go to the Options Panel and select Auto Move To Target under Combat Options. (This setting may make it easier for players who are new to online games.)

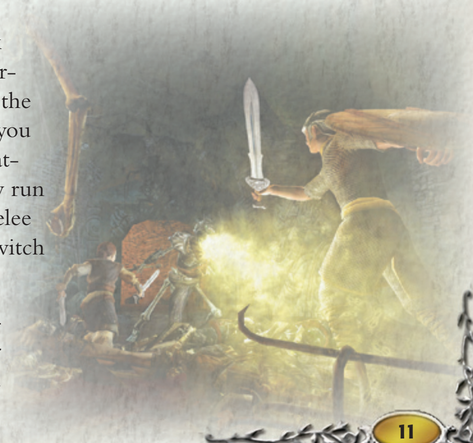
If you are using a ranged attack — lore, bow and so forth — target the creature and then click the auto-attack button. As soon as you enter range, you will begin to attack. The creature will probably run to attack you; once it enters melee range, you will automatically switch weapons to melee combat.

As you become more comfortable in combat, try one of your character's skills. Your equipped skills are located on your **Quickslot Bar** (see p. 56). To use a skill, select a target and click on the skill's Quickslot icon (or press its corresponding key — for example, [1]) to perform that skill.

Alternatives: Move in to attack and double-click on a target, or right-click on a target.

Some enemies will not attack until you attack them first; others will be more aggressive (such as wolves) and may assault you if you even get close to them.

As you increase in level, you gain access to special abilities (or skills) that greatly expand your tactical options in combat. However, you have to purchase each one from one of your class Trainers before you can use it. Make sure you visit the Trainer for your class (for example, Hunter) each time that you level.



Creating a Character

Who will you be in Middle-earth?

Click on the **New Character** button at the Character Selection screen to create a new character. Your character is your in-game persona and will be defined by the choices you make during character selection. Although your character will develop while adventuring, the choices made during character creation are not reversible.

These five buttons are available on most character creation screens:

Options	To modify your graphic and other settings (see **Options**, p. 94).
Back	To return to the previous screen (usually to make a different choice).
Continue	To confirm your current choices and move to the next screen.
Exit Character Creation	To return to the Character Selection screen without saving your character.
Quit	To quit your current game session.

RACE & GENDER

There are four races in the game — Dwarves, Elves, Hobbits and Men — each with its own strengths and weaknesses. Click on one of the choices in the **Select a Race** column (which includes all the possible race/gender combinations) to see a sample character and a brief description of that race and what its playable classes are. (Note that not all races can play all classes.) If you want more information about a race, select **Play Movie**. When you have selected the race/gender combination you want for this character, click **Continue**.

In addition, you can choose whether to play as a male or female. There are no penalties or bonuses attached to gender; it just determines your appearance (and might affect how you play your character or how other players perceive you).

Basic Stats

Each character has seven basic stats: *Morale*, *Power*, *Might*, *Agility*, *Vitality*, *Will* and *Fate*. Your initial stats are determined by your class and race. They improve as your character gains experience (and levels). They can also be improved by **Traits** (p. 67).

Morale. The higher your Morale:
The more damage you can take before you are defeated. (This is the green bar in your Character Vitals display.)

Power. You use Power to trigger most of your skills; if you are out of Power, you cannot use those skills. (This is the blue bar in your Character Vitals display.)

Might. The higher your Might:
- The higher your melee damage
- The better your ability to block and parry attacks that can be blocked or parried
- The better your Common (physical) damage reduction (mitigation)

Agility. The higher your Agility:
- The less often you miss with an attack
- The better your ability to evade and parry attacks that can be evaded or parried
- The higher your ranged damage
- The better your chance to Critically hit a foe

Vitality. The higher your Vitality:
- The higher your maximum Morale
- The more quickly you restore Morale when not in combat
- The better your Shadow and Fire damage reduction (mitigation)
- The better your Wound, Disease and Poison resistances

Will. The higher your Will:
- The higher your maximum Power
- The more quickly you regenerate Power when not in combat
- The better your Fear resistance

Fate. The higher your Fate:
- The more quickly you restore Morale and regenerate Power when in combat
- The more likely you are to get a Critical result with your healing abilities

Other Stats

Damage Reduction (Mitigation)
Damage reduction (*Common*, *Fire & Shadow*) reduces incoming damage to your character. Your Character Journal lists your base value for each of these three categories. However, a foe whose level is higher than yours will lower that chance.
Common damage reduction is determined by your Armour Value, your Might and any Traits or equipment that adjust mitigation.
Fire and Shadow damage reductions are determined by your Vitality and any Traits or equipment that adjust those mitigations.

Resistances. Your *Fear*, *Wound*, *Disease* and *Poison Resistance* values are your base percentage chance to avoid these aspects of an attack. Will improves Fear resistance; Vitality improves Wound, Disease and Poison resistance. Appropriate Traits or equipment can also improve your resistances.

Abilities. Abilities include *Critical*, *Block*, *Evade* and *Parry*. Your Character Journal lists your base percentage chance for each one. A foe whose level is higher than yours will lower that chance.
Critical. Most melee attacks can have a Critical effect, but that effect varies depending on the type of attack. Often, a Critical effect increases the damage you inflict, but (for example), a Critical Shield Crush can knock your foe down.
Block, Evade & Parry. All three work against melee attacks. Ranged attacks cannot be parried.

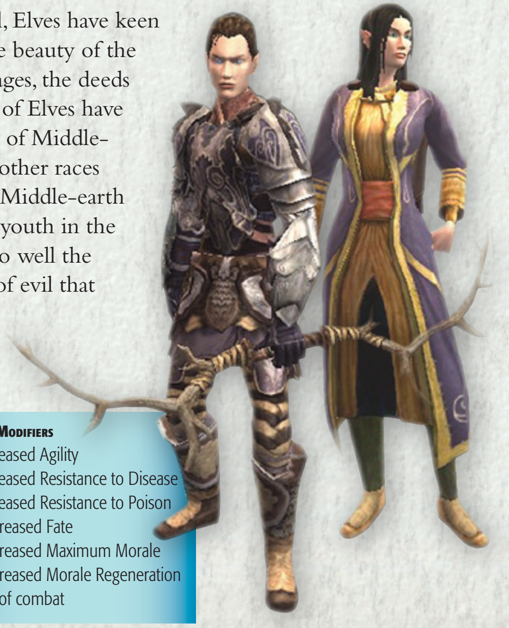
Effectiveness. Melee Effectiveness and *Ranged* Effectiveness values are not actually used by the game. They are provided to help you estimate your ability to deal damage. Higher values are better.

Dwarf *Begins in the Silver Deep Mine*

Dwarves can be excellent warriors, displaying unique toughness in battle and the ability to craft great things. The stout Dwarves of Middle-earth are known for their steadfast determination, hearty strength, and commitment to all things found in the world's deep places. Living a secretive life in their homes beneath the great mountains, Dwarves are expert miners and workers of stone and metal. They stand on average four-and-a-half to five feet high, and live long lives, occasionally reaching an age of 250 years.

Racial Modifiers
- Increased Might
- Increased Vitality
- Increased Common Damage reduction
- Increased Morale Regeneration in combat
- Increased Power Regeneration in combat
- Decreased Agility
- Decreased Fate

Elf *Begins in Edhelion*



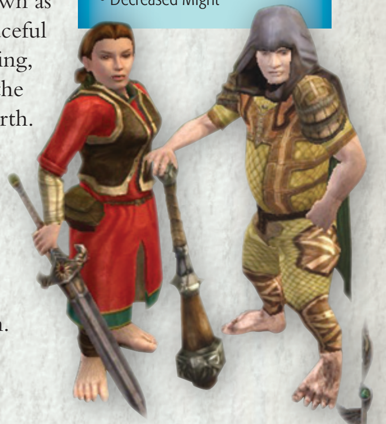
Tall and strong, fair and graceful, Elves have keen senses and a deep affinity for the beauty of the natural world. Throughout the ages, the deeds and struggles of the noble races of Elves have been entwined with the history of Middle-earth. Elves do not grow old as other races do — there are Elves abroad in Middle-earth today who still remember their youth in the First Age. They remember all too well the devastation caused by the tides of evil that once darkened the land — a shadow that threatens to do so once again. In ages past, the Elves divided into many different groups, and settled throughout Middle-earth, primarily in the ancient forested realms where they still live.

Racial Modifiers
- Increased Agility
- Increased Resistance to Disease
- Increased Resistance to Poison
- Decreased Fate
- Decreased Maximum Morale
- Decreased Morale Regeneration out of combat

Hobbit *Begins in Green Hill Country*

There are few recorded deeds of Hobbits until late in the Third Age of Middle-earth, which is just the way Hobbits prefer it. They are a simple, quiet folk, preferring to dwell in hillside holes in and around the land known as The Shire. These small folk enjoy the peaceful endeavors of farming, eating and gift-giving, rather than concerning themselves with the dangerous affairs of the rest of Middle-earth. In these dark days, however, it is the unassuming Hobbits, with their often surprising cleverness in both word and action, who will have the greatest impact in the war between the Free Peoples of Middle-earth and the lengthening shadows of evil … from Angmar, to the north.

Racial Modifiers
- Increased Vitality
- Increased Morale Regeneration out of combat
- Increased Resistance to Fear
- Increased Shadow Damage reduction
- Decreased Might



Man *Begins in Archet*

The race of Man is the shortest-lived of the races of Middle-earth, yet it is also the race destined to rule in the years beyond the Third Age. Their mortality was considered a unique gift, but in time it became known as "The Doom of Men" and the source of lamentation. Men are capable of great courage and honour, yet they can also easily fall prey to ambition, deceit and betrayal.

Racial Modifiers
- Increased Fate
- Increased Might
- Extra Morale when inspired
- Decreased Will

CLASS

Your character's class will most clearly define the role you will play in fellowship adventures. There are seven classes in the game, each with its own unique qualities and skills. The classes are Burglar, Captain, Champion, Guardian, Hunter, Lore-master and Minstrel (although not all races can play all classes).

Click on one of the choices in the **Select a Class** column (which includes all the possible classes for the race you have chosen) to see a sample character and a brief description of that class. If you want more information about a class, select **Play Movie**. When you have selected the class you want for your new character, click **Continue**.

Possible Classes

Race	Burglar	Captain	Champion	Guardian	Hunter	Lore-master	Minstrel
Dwarf	–	–	+	+	+	–	+
Elf	–	–	+	+	+	+	+
Hobbit	+	–	–	+	+	–	+
Man	+	+	+	+	+	+	+

Initial Stats*

Class	Morale	Power	Might	Agility	Vitality	Will	Fate
Burglar	90	125	14	14	8	11	10
Captain	110	125	14	8	10	11	14
Champion	115	125	14	14	10	8	11
Guardian	115	125	14	10	14	11	8
Hunter	90	125	8	14	10	14	11
Lore-master	90	125	8	11	10	14	14
Minstrel	90	125	11	8	10	14	14

* *Your character's race will modify some of these stats.*

Skills

Each class can use certain weapons and armour, and begins with a few special abilities — for example, a Burglar has surprise attacks, and a Captain can shout out a Rallying Cry that boosts Morale. These special abilities are called *skills*. In general, at each even-numbered level (until about Level 40) you can learn at least one new active skill. To gain a skill, you must go to a Trainer for your class and pay a modest fee. (The payment is generally trivial, but the higher the skill's level, the higher its cost.) Trainers are usually found in towns and villages.

Passive Skills. When you talk to your Trainer to learn skills, be sure to check the Passive Skills tab at the top of the window. These are skills that allow you to wield additional types of weapons, wear more types of armour, and so forth. They generally become available at Levels 10, 15, 20 and/or 30.

Fellowship Skills. The third tab has the fellowship skills. These skills can be used to help contribute to a fellowship maneuver. They become available after reaching Level 12. See **Fellowship Skills** (p. 63).

Burglar

Races. Hobbit, Man

Role. Debuffer

A stealthy trickster, the Burglar can dart in and out of the shadows to befuddle, weaken or attack foes. An unexpected strike from behind by a Burglar can stun or trip enemies, allowing others in the fellowship to combine their efforts for a devastating attack. Burglars are not formidable in one-on-one combat, and must exercise great caution when adventuring alone.

Initial Status
Morale 90 / Power 125
Might 14 / Agility 14 / Vitality 8 / Will 11 / Fate 10
Light Armour, Daggers, One-Handed Maces, One-Handed Swords, Thrown Weapons

The Burglar will be the class of choice for players who enjoy using cunning and tricks to defeat their opponents. Using stealth, a Burglar can strike from the shadows, taking his opponents unawares. A Burglar can blind foes by tossing dust in their eyes, or befuddle someone with a riddle. A Burglar's combat style hinges on his ability to outmaneuver and outwit his opponents while hitting them where it hurts.

Skills	Level	Description	Icon
Cunning Attack	1	(Surprise) Your formidable cunning allows a darting attack which continues to deal damage after you strike, dealing even more damage if the attack is made while sneaking.	
Subtle Stab	1	(Razor Wit) You make a quick, sharp attack against your foe.	
Surprise Strike	1	(Surprise) You are skilled at surprising your enemy in battle, inflicting more damage when attacking from behind or while sneaking. Critical hits with Surprise Strike are more damaging than most skills.	
Trick: Disable	2	(Tricks) You can strike a foe to slow its attacks for a short while. You can only have one Trick on a target at once.	
Burglar's Advantage	4	(Razor Wit) You are able to make another attack after a Critical hit, inflicting more damage when attacking from behind.	
Sneak	4	(Surprise) You have the ability to move about unseen, though there is a chance enemies may detect you, especially when moving in front of them.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Touch and Go	6	(Resourceful) You can improve your ability to evade your enemy's attacks for a short time. Using this skill will not break stealth.	
Riddle	8	(Razor Wit) You are capable of posing riddles to your enemies, which may momentarily distract them, dazing them for 30 seconds or until damaged. Will not work on Beasts, Insects, or Creatures of Nature.	
Dual Wielding	10	(Passive Skill) Proficiency	–
Medium Armour	10	(Passive Skill) Proficiency	–
Mischievous Glee	10	(Tricks) You can surprise a foe with an active Trick on it, removing the Trick and restoring some of your Morale.	
Aim	12	(Razor Wit) Your careful aim ensures the next damage-dealing attack skill will be a Critical hit, with a much lower chance of missing. Using this skill will not break stealth.	
Exploit Opening	12	(Razor Wit) You are able to stun your target, opening up an opportunity to use fellowship skills if you are in a fellowship.	
Addle	14	(Razor Wit) You confuse your enemy so thoroughly that he fails any skills in progress, and any subsequent induction skills for a short time take much longer to execute.	
Trick: Dust in the Eyes	16	(Tricks) You throw dust in your enemy's eyes, making it more difficult for your enemy to hit. You can only have one Trick on a target at once.	
Diversion	18	(Surprise) When in stealth, you can divert an enemy's attention away from yourself for a short time. Using this skill will not break stealth.	
Startling Twist	20	(Tricks) You startle a target with an active Trick on it, stunning it and removing the Trick.	

Captain

Race. Man

Role. Buffer / Pets

A Captain provides hope and leadership to his fellows, inspiring them to greater deeds. A skilled Captain can rally his fellowship back from the brink of defeat, or seal a victory against many foes. While a Captain and his Herald are respected fighters in their own right, the Captain is primarily driven by his powerful sense of leadership to those fighting around them.

The Captain will be the class of choice for players who enjoy supporting their fellows while participating in melee combat. With a number of support skills and the ability to call Heralds to fight alongside, a Captain is a natural leader for a fellowship. His battle cries allow him to take advantage of events in combat to aid the Morale or combat ability of his fellows. His style of combat focuses on inspiring those around him to glory.

Initial Status
Morale 110 / Power 125
Might 14 / Agility 8 / Vitality 10 / Will 11 / Fate 14
Light Armour, Medium Armour, Daggers, One-Handed Axes, One-Handed Clubs, One-Handed Hammers, One-Handed Maces, One-Handed Swords, Two-Handed Axes, Two-Handed Clubs, Two-Handed Hammers, Two-Handed Swords

Skills	Level	Description	Icon
Defensive Strike	1	(Melee) You attack defensively, causing light damage, but recovering quickly to protect yourself from returned attacks.	
Enraged Shout	1	(Melee) Your fearsome Shout strikes terror into the hearts of your enemies and puts you into a battle-readied state.	
Rallying Cry	1	(Buff) When a worthy foe is defeated, your Cry rallies the Morale of your nearby companions.	
Devastating Blow	2	(Melee) The effects of your Enraged Shout allow you to make a light attack with a chance of causing great damage if you land a Critical blow.	
Cutting Attack	4	(Melee) A light, bleeding attack, which causes your foe damage over time.	
War-cry	4	(Buff) When a worthy foe is defeated, you let out a Cry which rallies your nearby companions to attack with greater speed and determination.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Telling Mark	6	(Debuff) You leave a Mark on your enemy, pointing out a weakness in the enemy's armour, which increases the chance that your companions will Critically wound it.	
Make Haste	8	(Buff) You command your fellowship to make better speed, both in and out of battle.	
Routing Cry	8	(Buff) When a worthy foe is defeated, you let out a fearsome Cry which slightly demoralizes all other foes nearby.	
Spear	10	(Passive Skill) Proficiency	–
Words of Courage	10	(Buff) You are able to renew the Morale of one of your companions over time.	
Pressing Attack	12	(Melee) The effects of your Enraged Shout allow you to swing twice at your enemy, inflicting medium damage.	
Call to Arms: Herald of War	14	(Ability) You enlist a Herald of War to carry your banner into battle.	
Halberd	15	(Passive Skill) Proficiency	–
Shields	15	(Passive Skill) Proficiency	–
Motivating Speech	16	(Ability) You are able to raise the Morale of your nearby companions with a motivating speech.	
Muster Courage	16	(Buff) You are able to renew the courage of your nearby companions, removing all existing fear effects from them.	
Command: On Guard	18	(Buff) You command one of your companions to be on his guard, increasing his chance of parrying attacks. You can only issue one Command to a companion at any given time.	
Escape from Darkness	20	(Ability) You are able to revive a fallen companion.	
Heavy Armour	20	(Passive Skill) Proficiency	–
Pennants	20	(Passive Skill) Proficiency	–

Champion

Races. Dwarf, Elf, Man

Role. Area-of-effect damage / Damage-per-second

A true master of arms, the Champion excels in combat, focusing on little other than destroying her foes. The Champion's whirling blades can strike fear into the hearts of even the foulest Orc, cutting down swaths of their numbers at once. While a Champion's training and armour grant her some survivability, it is not her focus, and a Champion can quickly find herself in trouble when facing several foes on her own.

The Champion will be the class of choice for players who enjoy fast-paced combat with multiple options available at any moment. Champions can use various weapon styles, but focus on using two weapons simultaneously (sometimes called "dual-wielding"). With their active play-style, Champions can consistently inflict large amounts of damage to both single and multiple opponents in combat. Their style of combat is based on the concept that the best defence is a good offence.

Initial Status
Morale 115 / Power 125
Might 14 / Agility 14 / Vitality 10 / Will 8 / Fate 11
Light Armour, Medium Armour, Daggers, Dual Wielding, One-Handed Axes, One-Handed Clubs, One-Handed Hammers, One-Handed Maces, One-Handed Swords, Thrown Weapons

Fervour. Champions have a Fervour meter above their Auto-attack button. You must successfully execute certain skills to increase your Fervour. As your Fervour meter fills, you unlock your more powerful skills.

Skills	Level	Description	Icon
Blade Wall	1	(Melee) A frontal area-of-effect attack.	
Swift Strike	1	(Melee) A swift melee attack.	
Wild Attack	1	(Melee) A single powerful melee attack.	
Savage Strikes	2	(Melee) A pair of savage attacks followed by a quick off-hand swipe.	
Fervour	4	(Buff) Increases damage and Power regeneration at the expense of damage reduction.	
Flurry	4	(Buff) Increases your attack speed.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Brutal Strikes	6	(Melee) A brutal series of three deadly attacks.	
Exchange of Blows	8	(Melee) For every strike you receive from your enemy, you return the blow.	
Blade Storm	10	(Melee) A full area-of-effect attack.	
Spear	10	(Passive Skill) Proficiency	–
Two-Handed Axes	10	(Passive Skill) Proficiency	–
Two-Handed Hammers	10	(Passive Skill) Proficiency	–
Two-Handed Swords	10	(Passive Skill) Proficiency	–
Battle-frenzy	12	(Buff) Instantly increases Fervour.	
Bracing Attack	14	(Melee) An attack which allows you to brace yourself against counterattack, increasing your Morale by a small amount.	
Shields	15	(Passive Skill) Proficiency	–
Cleave	16	(Melee) A full area-of-effect attack, which causes light damage over time.	
Sudden Defence	18	(Ability) You lose all Fervour and enter a defensive stance which increases your parry and evade rates.	
Bows	20	(Passive Skill) Proficiency	–
Heavy Armour	20	(Passive Skill) Proficiency	–
Relentless Strike	20	(Melee) This skill uses all of your Fervour to deal a devastating attack and a quick off-hand swipe. The primary attack can only be evaded; it will never miss and cannot be parried or blocked.	
Shoot	20	(Ranged) Fires the weapon in your ranged weapon slot.	

Guardian

Races. Dwarf, Elf, Hobbit, Man

Role. Tank

A sturdy fighter and protector of the weak, a skilled Guardian can face even the toughest foes and survive. The Guardian is one of the few classes willing and able to try to draw more blows onto himself, and can retaliate with devastating responses.

The Guardian will be the class of choice for players who enjoy hard-fought battles and heavy hand-to-hand combat. A master of the defensive arts, a Guardian uses taxing attacks and irksome taunts to draw and hold opponents' attention, relying on his shield and weapon to turn aside incoming attacks with blocks and parries. His combat style depends on creating openings during an opponent's attack to provide the opportunity for his own counterattacks.

Initial Status
Morale 115 / Power 125
Might 14 / Agility 10 / Vitality 14 / Will 11 / Fate 8
Light Armour, Medium Armour, Shields, Daggers, One-Handed Axes, One-Handed Clubs, One-Handed Hammers, One-Handed Maces, One-Handed Swords, Thrown Weapons

Reactive Skills. The Guardian is the master of reacting and counter-attacking in combat. A sizable number of your skills are dependent on certain combat situations. As you are attacked, you will see the appropriate counter-maneuvers unlock for use against your foe. For example, the skill Retaliation can be used after you parry an attack.

Skills	Level	Description	Icon
Guardian's Ward	1	(Buff) Your great skill enables you to strengthen your defences for a short time.	
Shield Blow	1	(Melee) You strike your opponent with your shield. This skill generates additional threat.	
Sting	1	(Melee) A quick attack that will lightly wound your opponent.	
Sweeping Cut	2	(Melee) Large sweeping strokes cut into all of your foes standing before you.	

Skills	Level	Description	Icon
Guardian's Defence	4	(Buff) You focus your defences on blocking attacks.	
Shield Swipe	4	(Melee) After successfully blocking an enemy's blow, you may attack with both your weapon and shield. This skill generates additional threat.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Vexing Blow	6	(Melee) You are capable of drawing an enemy's attention to yourself with this attack.	
Retaliation	8	(Melee) You are skilled at swiftly retaliating after parrying an enemy's attack.	
Bash	10	(Melee) After a successful Shield Swipe, you may bash your target again with your shield, stunning it briefly. This skill generates additional threat.	
Overwhelm	10	(Melee) You are able to make a powerful attack against an enemy who has suffered your Retaliation.	
Spear	10	(Passive Skill) Proficiency	–
Two-Handed Axes	10	(Passive Skill) Proficiency	–
Two-Handed Clubs	10	(Passive Skill) Proficiency	–
Two-Handed Hammers	10	(Passive Skill) Proficiency	–
Two-Handed Swords	10	(Passive Skill) Proficiency	–
Guardian's Parry	12	(Buff) You focus your defences on parrying attacks.	
Whirling Retaliation	14	(Melee) After successfully Retaliating, you may make a whirling attack against all enemies in a circle around you.	
Heavy Shields	15	(Passive Skill) Proficiency	–
Catch a Breath	16	(Buff) Catch your breath after blocking an enemy's attack, restoring Morale.	
Thrust	18	(Melee) Follow up your Retaliation with a thrusting blow which will open a bleeding wound.	
Guardian's Pledge	20	(Buff) Your great skill enables you to strengthen your defences for a short time.	
Heavy Armour	20	(Passive Skill) Proficiency	–

Hunter

Races. Dwarf, Elf, Hobbit, Man

Role. Nuker

Tracker, pathfinder and master of the bow, the keen-eyed Hunter can fire arrows to devastating effect. Archery is not the only thing in which the Hunter excels, for she can lead her companions through Middle-earth faster than they could travel on their own, and can set traps to ambush enemies. While the Hunter has decent close combat skills, she would rather let her bow do the work.

Initial Status
Morale 90 / Power 125
Might 8 / Agility 14 / Vitality 10 / Will 14 / Fate 11
Light Armour, Bows, Daggers, One-Handed Axes, One-Handed Swords

The Hunter will be the class of choice for players who enjoy striking a target at range. Clever by nature, Hunters are known to lure their targets into traps to hinder them, giving them time to use their bows to deadly effect. A Hunter's knowledge of nature also provides skills that help her and her fellows survive in the wild. Their combat style depends on their ability to wound targets while staying out of harm's way.

Focus. Hunters have a Focus meter above their Auto-attack button. Focus is increased by the use of several lower-level ranged skills, including Swift Bow and Barbed Arrow; the "Focus" skill will completely fill your Focus meter. As your Focus meter fills, you will be able to unlock more devastating skills. Note that moving even slightly will start to empty your Focus meter.

Skills	Level	Description	Icon
Barbed Arrow	1	(Ranged) Your arrow can cause a wound that bleeds and slightly slows movement speed.	
Improved Range	1	You are so skilled with ranged weapons that you can attack from a greater distance than others.	–
Quick Shot	1	(Ranged) You can nock and loose an arrow quickly.	
Swift Stroke	1	(Melee) A fast, damaging melee attack.	
Swift Bow	2	(Ranged) You are able to loose two missiles in rapid succession.	
Scourging Blow	4	(Melee) This attack wounds your foe, dealing additional damage if the enemy is suffering from your Barbed Arrow. However, using this skill will stop the bleeding.	

Skills	Level	Description	Icon
Stance: Strength	4	(Ranged) A stance which increases damage and penetration of shots, while increasing Power cost and threat of attacks. While in a stance, your chance to evade ranged attacks is increased.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Set Trap	6	(Nature) Your survival skills enable you to lay traps for enemies which can hold them in place. This skill is easily interrupted.	
Blindside	8	(Melee) You are able to divert enemy's attention with a single melee strike, and follow it with a single bow attack at close range.	
Focus	10	(Focus) Before combat, you may rapidly increase your focus. Focus is required to use some bow skills and is lost if you move.	
Medium Armour	10	(Passive Skill) Proficiency	–
Penetrating Shot	10	(Focus) An extremely damaging shot that is able to pierce the armour of your enemy, ignoring 10% of its damage reduction.	
Find the Path	12	(Warfaring) Your skill as a tracker allows you to increase the speed with which your fellowship can run across terrain. Entering combat disables this ability.	
Passage of Nature	12	(Nature) Your skill as a tracker allows you to detect the presence of nearby beasts and other natural creatures.	
Rain of Arrows	14	(Focus) You rain arrows down upon your enemies, allowing you to hit multiple targets.	
One-Handed Clubs	15	(Passive Skill) Proficiency	–
One-Handed Hammers	15	(Passive Skill) Proficiency	–
One-Handed Maces	15	(Passive Skill) Proficiency	–
Low Cut	16	(Melee) You can make a low cut in front of you which can temporarily slow the movement speed of up to 2 of your enemies.	
Purge Poison	16	(Nature) Your survival lore allows you to use naturally occurring medicines to purge poisons from an ally.	
Stance: Precision	18	(Ranged) You take a stance which decreases the possibility that your enemies will avoid your shots. While in a stance, your chance to evade ranged attacks is increased.	
Bright Campfire	20	(Nature) Your survival skills enable you to make your fellowship comfortable in the wild, increasing their recovery and enabling some crafting skills. The campfire lasts for 3 minutes.	
Dual Wielding	20	(Passive Skill) Proficiency	–
Intent Concentration	20	(Focus) In a desperate time, you can instantly reach full focus.	
Needful Haste	20	(Focus) You can sacrifice some of your focus to make ranged attacks at a faster rate.	
Spear	20	(Passive Skill) Proficiency	

Lore-master

Races. Elf, Man

Role. Crowd control / Pets

A keeper of ancient lore, the Lore-master uses his knowledge of ancient wisdom to stave off the advance of the shadow for a time. He can use this knowledge to attack his foes or to treat the wounds and suffering of his companions. He can even communicate with animals and request their aid.

The Lore-master will be the class of choice for players who enjoy using the power of ancient lore to aid their allies and hinder their foes. Steeped in the history of Middle-earth, Lore-masters are able to aid their fellows in recovering from maladies caused by the forces of the Dark Lord. They can also use their knowledge to daze, harm or hinder their enemies, as well as to give of themselves to strengthen another. Their combat style is anchored in the power of knowledge and using it wisely to defeat evil.

Initial Status
Morale 90 / Power 125
Might 8 / Agility 11 / Vitality 10 / Will 14 / Fate 14
Light Armour, Two-Handed Staves

Skills	Level	Description	Icon
Burning Embers	1	(Nature) Red-hot embers swirl around the target, causing damage over time.	
Sign of Power: Command	1	(Signs) This sign causes your enemy to pause, so it attacks more slowly and parries less often.	
Staff Strike	1	(Melee) With a mighty blow you raise your weapon to fell your opposition.	
Fire-lore	2	(Lore) Your knowledge of things natural gives you influence over the very environment itself. You are able to subtly raise the temperature, making it difficult for most creatures to hurt you. Lore skills cannot be stacked.	
Beacon of Hope	4	(Healing) Transfers Morale to an ally or pet.	

Skills	Level	Description	Icon
Raven-lore	4	(Summoning) Your understanding of the speech of ravens allows you to call one to assist in your adventures.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Power of Knowledge	6	(Knowledge) Steals the Power of the target, slowly increasing your own.	
Sign of the Wild: Protection	6	(Signs) This sign wards your animal friend so that it may parry enemy attacks more frequently. You cannot have more than one sign active on your pet at a time.	
Sign of the Wild: Rage	8	(Signs) This sign asks your animal friend to make itself look as threatening as possible. You cannot have more than one sign active on your pet at a time.	
Wind-lore	8	(Lore) Your knowledge of things natural gives you influence over the air itself, allowing you to slow many of your enemies at once. Lore skills cannot be stacked.	
Blinding Flash	10	(Knowledge) A blinding flash accompanied by a loud crack and the smell of blasting powder causes the target to stop all action. Your target will break its stupor if it takes any damage.	
Leechcraft	10	(Cures) Removes wounds suffered by the target.	
Gust of Wind	12	(Nature) Air swirls around the target, kicking up debris and other objects that can cause damage to enemies.	
Friend of Bears	14	(Summoning) Your understanding of the speech of bears allows you to call one to assist in your adventures.	
Sign of Power: Istari	14	(Signs) When your pet has flanked your enemy, the sign of the Istari provides you with Morale and deals damage to your enemy. Used normally it is a light-based damage over time.	
Inner Flame	16	(Healing) Self Power-to-Morale transfer.	
Tend the Sick	16	(Cures) Cures disease.	
Light of the Rising Dawn	18	(Nature) Your wisdom can light even the darkest of places, harming and stunning those that are in opposition to your purpose.	
Books of Lore	20	(Passive Skill) Proficiency	–
Cracked Earth	20	(Nature) The ground cracks beneath a target's feet, doing damage and hampering its movement.	
Wisdom of the Council	20	(Knowledge) Your knowledge of the White Council gives your Morale a boost in times of need. It also protects you, while damaging your enemies.	

Minstrel

Races. Dwarf, Elf, Hobbit, Man

Role. Healer

With song and tale, a Minstrel brings hope to places thick with gloom. She can inspire those with fearful minds and heavy hearts to great deeds. In battle, she can turn the tide with uplifting songs that strengthen and restore her allies, and dirges that strike fear into the hearts of her enemies.

The Minstrel is the class of choice for players who want to aid their friends, inspiring them to keep going through the darkest of times. With a vast repertoire of tales both fair and foul, a Minstrel restores the Morale of her fellows, as well as causing her enemies to despair. Though able to wield weapons, Minstrels prefer to let their words, rather than their swords, speak for them. Their style of combat is based on maintaining hope no matter what the odds.

Initial Status
Morale 90 / Power 125
Might 11 / Agility 8 / Vitality 10 / Will 14 / Fate 14
Light Armour, Daggers, One-Handed Clubs, One-Handed Maces, One-Handed Swords

Tiers. You must sing a Tier 1 ballad to unlock your ability to sing a Tier 2 ballad. You must sing a Tier 2 ballad to unlock your ability to sing a Tier 3 ballad.

Anthem. You have a short window after playing a Tier 3 ballad to play an anthem. If you do so, it will reset your ballad counter back to Tier 1.

Skills	Level	Description	Icon
Ballad of Vigour	1	(Ballads) Tier 1 Ballad: A short song that gives you vitality and harms your foes.	
Herald's Strike	1	(Melee) A melee attack that does extra damage.	
Raise the Spirit	1	(Healing) Words of encouragement that renew the Morale of a companion.	

Skills	Level	Description	Icon
Piercing Cry	2	(Words) A shout that does light damage to your enemies.	
Ballad of Steel	4	(Ballads) Tier 1 Ballad: A short song that gives you more armour and harms your foes.	
Musical Instrument	5	(Passive Skill) Proficiency	–
Ballad of Swiftness	6	(Ballads) Tier 2 Ballad: A short song that gives you a bonus to your attack speed and harms your foes.	
Ballad of War	6	(Ballads) Tier 3 Ballad: A short song that gives your fellowship a bonus to their melee damage.	
Ballad of Resonance	8	(Ballads) Tier 1 Ballad: A short song that gives you more damage to your light-based attacks and harms your foes.	
Ballad of Unshakeable Will	8	(Ballads) Tier 3 Ballad: A short song that gives your fellowship a bonus to their resistance to fear.	
Inspire Fellows	10	(Healing) Words of encouragement renew the Morale of your fellowship and increase their vitality.	
Cry of the Valar	12	(Words) Calling upon the name of the Valar can send certain evil foes fleeing in terror for a short time.	
Ballad of Balance	14	(Ballads) Tier 2 Ballad: A short song that gives you a bonus to your ability to evade, and harms your foes.	
Noble Cause	16	(Theater) The next three Herald's Strikes you execute do extra damage and return part of that as Morale to your fellowship.	
Bolster Courage	18	(Healing) Words of encouragement that renew the Morale of a companion. This maneuver is greater but slower than Raise the Spirit.	
Song of Restoration	18	(Songs) A song that can make your allies' hearts glad, removing some of the oppression of defeat.	
Song of the Dead	18	(Songs) This song causes Undead targets to freeze in fear.	
Anthem of the Free Peoples	20	(Anthems) Increases in-combat Morale regeneration for your fellowship.	
Enlivening Grace	20	(Healing) Brings hope to those whose Morale has been entirely depleted, reviving a defeated target.	
Shields	20	(Passive Skill) Proficiency	–

NAME, ORIGIN & APPEARANCE

Name

You must choose a name for your character at this screen by clicking in the Name field and typing in the name you want. (This box also has a variety of naming guidelines for the race you have chosen, but you are *not* required to follow these guidelines.) In general, names must:

- be one word with no spaces
- contain at least four letters
- not contain three of the same letter in a row
- have a vowel (A, E, I, O or U) or Y within the first four letters
- not contain more than four consecutive vowels
- have a vowel or a Y as part of any five letters in a row

NOTE

Character names must be unique. If another character already has the name you have chosen, you will have to choose again. Inappropriate names are not allowed and will be automatically rejected.

NOTE

Later in your career you can gain the right to add a surname. If you choose to do so, seek out a Notary in town to set or change your surname for a small fee.

Origin

Choose the origin you want from the pulldown menu. Origin has no bearing on your stats or class, but it should be taken into account as you create your character's name and backstory. Origin also influences your appearance options, so select your origin before refining your appearance (or lock down your appearance before selecting your origin). Here are the possible origins for each of the races:

DWARF

Blue Mountains. Once the seat of two great Dwarf-kingdoms, Ered Luin — the Blue Mountains — is where the kinsmen of Thráin and his son Thorin Oakenshield lived in exile after Smaug drove them from the Lonely Mountain.

Iron Hills. The Iron Hills were settled by Dwarves as a refuge from the Cold-drakes. From here came Dáin Ironfoot, King under the Mountain, kinsman of the great Thorin Oakenshield.

The Lonely Mountain. Erebor, the Lonely Mountain, is where Smaug the Golden made his lair until Thorin Oakenshield reclaimed it for his people. There does Dáin Ironfoot now rule as King under the Mountain.

Grey Mountains. The chief of Ered Mithrin, the Grey Mountains, is Mount Gundabad, from whence came Durin the Deathless, first Father of the Dwarves. Dwarves returned to these mountains after the Dragons perished.

White Mountains. The southwestern halls of Ered Nimrais, the White Mountains, border the lands of Andrast to the south. Though far from the central mountains where Men once dwelt, the rumour of the Oathbreakers has given this realm an ill name.

ELF

Lindon. Lindon is the green land of the Elves between Ered Luin and the Sea, where Gil-galad, the last great Elf-king, once ruled. Círdan the Shipwright now rules there from Mithlond, the Grey Havens.

Lórien. The Elves of Lothlórien dwell high in the mallorn-trees and are ruled by Celeborn, wisest of the Eldar of Middle-earth, and the Lady Galadriel.

Mirkwood. The Wood-Elves of Mirkwood, once called Greenwood the Great, are ruled by King Thranduil, who keeps watch against the growing darkness of Dol Guldur, former stronghold of Sauron in his guise as the Necromancer.

Rivendell. Imladris, called Rivendell by Men, was built by Elrond Halfelven as a refuge for the Elves of Eregion as they fled destruction at the hands of Sauron.

Edhellond. The Nandor of Edhellond, the great Elf-haven in the south, was built by Amroth at the Mouths of Anduin, and there dwell many lesser Elves.

HOBBIT

Fallohide. Lovers of trees and woodlands, the Fallohides were the first Hobbits to come to The Shire. They generally tend to be fairer of skin and hair, as well as taller and more slender.

Harfoot. The Harfoots are the most prolific hole-dwellers and were the first to cross west into Eriador. They generally tend to be darker-skinned than the other kindred, as well as smaller and shorter.

Stoor. The Stoors were the last of the Hobbit kindred to come to The Shire, settling in the eastern marshlands that became known as the Marish. They generally tend to be heavier and broader of build than the other kindred.

MAN

Bree-land. Bree-land was once part of the North Kingdom of Arnor, ruled by Elendil the Tall as High King of Middle-earth and by his elder son Isildur. Now it is but a simple, rustic land, and the North Kingdom is no more.

Dale-lands. The Dale-lands lie in the northeast of Middle-earth, beneath the Lonely Mountain, where Bard the Bowman slew the dragon Smaug and fought in the Battle of the Five Armies.

Gondor. The land of Gondor is the South Kingdom once ruled conjointly by the sons of Elendil, Isildur and Anárion, ever-watchful against the looming threat of Mordor.

Rohan. Home of the Horse-lords of the Riddermark, this realm was granted to Eorl the Young by Cirion, Steward of Gondor, and is currently ruled by Théoden, son of Thengel.

Appearance

Modify your **Appearance** by clicking on the arrows for each characteristic, or click on the Randomize button to generate a random appearance. You can continue to randomize all characteristics, or just some.

To keep a characteristic from changing when you Randomize or change your origin, click on the Lock icon next to it. (You can still change a locked appearance; it just will not change when you Randomize or change origin.) Appearance changes are cosmetic only and do not affect your character's abilities.

FINISHING

Once you are happy with your character, you can select **Create Character** to create your character and return to the character selection screen, or select **Enter Middle-earth** to go straight into the game.

Middle-earth Maps

At the time of its launch, the action of *The Lord of the Rings Online* takes place during the Third Age and in the region of Eriador, in the north-west quarter of Middle-earth. As the game grows and evolves, more lands will be opened to adventurers.

About 1700 years before the War of the Ring, the Lord of the Nazgûl established the Witch-realm of Angmar in the far North. For more than 600 years, the Witch-king harried the North Kingdom of Arnor, until at last he was cast down by a mighty host of Elves and Men, led by Eärnur of Gondor and Glorfindel of Rivendell. But they had come too late … Arnor had fallen.

Today, with the shadow of Sauron lengthening everywhere, Angmar has once again become a place of gathering darkness. There, the Witch-king's Steward musters the strength of the Orcs and Angmarim to make war upon the North once more. Only the most valiant heroes from among the Free Peoples of Middle-earth would dare to venture there.

The Town of Bree (and its outlying villages: Archet, Combe and Staddle) has managed to remain a thriving outpost of civilization in the North, despite the wars and turmoil that destroyed the North Kingdom of the Dúnedain. It is said that when Men crossed into the west, the Town of Bree was there … and that when the old Kings returned, they found the Town of Bree waiting. It is the only land in Middle-earth where Men and Hobbits dwell together in harmony and is also an important hub for Elves and Dwarves who are trading goods or traveling from one kingdom to another.

The epicenter of the Town of Bree's economic and social scene is the Inn of the Prancing Pony, celebrated as the home of the finest ale in the North.

Archet is a small hamlet in Bree-land, northeast of the Town of Bree, nestled at the edge of the Chetwood. The town and its outlying lands are inhabited by farmers and other rustic folk, who have little use for the bustle of big town life. A few Hobbits dwell here, but the inhabitants are mostly Big Folk.

The lack of any real authority and the peaceful nature of Archet's people have recently drawn the attention of a band of brigands. Rumour has it that they have much darker goals than terrifying common-folk and farmers. To counter this threat, a retired sellsword by the name of Brackenbrook has begun organizing the townsfolk into a makeshift garrison to repel the advances of the brigands.

At the intersection of the Great East Road and the Greenway, the Town of Bree has long stood as a gathering place for Men, Hobbits, and other travellers from far-off lands. Long ago, Bree was a thriving town, set against a large sloping hill within the vibrant lands of Arnor. Although the North Kingdom has long-since faded into distant memories, the remains of those glorious days can still be found throughout Bree's winding ways.

Travellers along the Great East Road still stop at The Inn of the Prancing Pony to share news of distant lands. Bree is home to both Men and Hobbits, though adventurers must now be wary. As a shadow of evil creeps across the lands and the spirits of Men weaken, many of Bree's citizens have been lured into service by agents of darkness.

Ered Luin, the Blue Mountains, are dominated by the realm established by the exiled Dwarf-lord Thráin and passed on to his son, the great hero Thorin Oakenshield. Thorin's Hall was never particularly prosperous, for only iron could be mined there, but in recent years strife has nearly broken the realm.

At the foot of the Mountains lies the Elf-refuge of Duillond, established after the fall of Edhelion. It is here that the timber used to build the White Ships of Mithlond is gathered. Elves and Dwarves alike must now contend with the Dwarves of the Dourhand clan, who have become little more than well-organized brigands, and with Goblins that have passed into Ered Luin from Sarnûr.

The great halls of Thorin, originally delved beneath the Blue Mountains by his father Thráin, are amongst the greatest wonders of craftsmanship and building found anywhere in the world. From the courtyards and outbuildings of Thorin's Gate upon the slopes, to the many-chambered halls within the Mountains, Thorin's Hall is a splendour to the eye, despite the lack of precious metals found there.

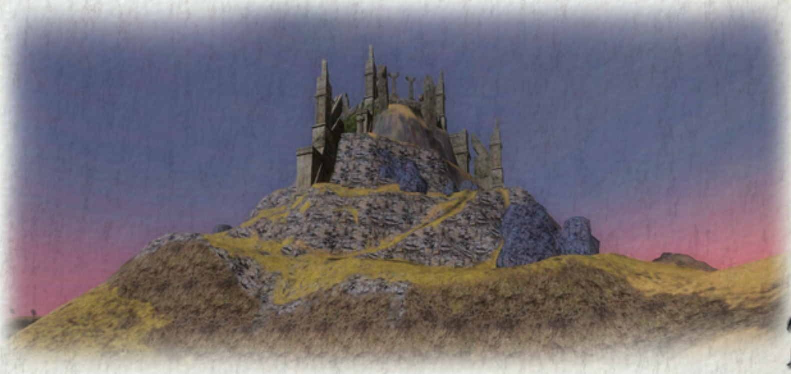
It has been nearly eighty years since Thorin himself journeyed away from his dwarf-mansion of soaring stone to reclaim his rightful place beneath the Lonely Mountain, in his noble quest to defeat the dragon Smaug. Though Thorin was never to return, having fallen in the Battle of the Five Armies after reclaiming his throne, Thorin's Hall remains a vibrant centre of activity in the region.

In ancient times, the Ettenmoors were part of the kingdom of Rhudaur before that realm fell under the sway of Angmar, domain of the dreaded Witch-king. Today, even centuries after the fall of Angmar, the Ettenmoors remain a place of terror and evil. Through these wastes some of the most fell creatures of Middle-earth roam at will, biding their time until they hear the summons of their master … the Dark Lord Sauron.

More recently, the Ettenmoors have been the site of massive battles between the Free Peoples of Middle-earth and the armies of Angmar. Hordes of monsters from the northwest are streaming down toward the outposts of Hithlad and the mines near Arador's End, whilst the heroes stand against them.

In ancient times, this was part of the kingdom of Rhudaur, but today the Lone-lands are little more than a savage wilderness, home to small bands of Half-Orcs, Goblins and Orcs who prey upon travelers on the Great East Road.

The last known vestige of civilization in the Lone-lands is The Forsaken Inn. This small, run-down inn serves as a way-station for travelers upon the Great East Road, its battered walls offering a certain amount of shelter and security. Ost Guruth is also a waypoint, but only for Rangers and other hearty scouts.



The cruel and ancient spires of the Misty Mountains have, since the dawn of time, divided the fields of Eriador from the ancient forests and wilderness of Rhovanion. The legendary birthplace of Durin the Deathless, the First Father of the Dwarves, only that hardy people have ever been able to tame the Mountains and bend them to their will. Today, the Dwarves are gone, driven from their ancestral halls by teeming hordes of Orcs and other more ancient and mysterious evils. The dark caverns and high passes of the Misty Mountains are given over almost entirely to the creatures of the Dark Lord Sauron.

After Sauron destroyed the old Elf-home of Eregion, Elrond Halfelven led the survivors to the vale of Imladris, where he established a refuge for them. In these days it is known more commonly as Rivendell. It is said that Elrond wields a great power to hide Imladris and protect its borders from the Enemy.

Few are the visitors to this Last Homely House west of the Misty Mountains, where Elrond is the Master, though it is said that great matters are oft decided here. It was here that Gandalf the Grey led Thorin and Company as they journeyed to the Lonely Mountain to defeat Smaug the Golden. It was here that the White Council reached their decision to move against the Necromancer at Dol Guldur in Mirkwood … whom they learned was indeed Sauron taking shape again. It is here that perhaps the greatest decision in all the history of Middle-earth will be made ….

In days of old, the North Downs were the heart of the kingdom of Arthedain, home to the great cities of Annúminas and Fornost, which fell to the ravages of Angmar. Upon the dread Fields of Fornost dwell the shades of Oathbreakers who betrayed their king and became Fell Spirits of the First Age, serving the Witch-king of Angmar.

In addition to the Fields of Fornost, this region contains many of the most important ruins of the ancient Arnorian kingdoms, revered and oft-visited by the Rangers of the North, the descendants of the Dúnedain of Arnor. It is here that the Rangers make their stand against the creatures of the shadow.

The country of The Shire is a land of peace and pastoral beauty, where Hobbits dwell in seclusion from the world at large.

In former times, Men were seldom seen there, though Dwarves often passed through The Shire as they traveled to the Blue Mountains from their lands in the East. More rarely still, Elves could sometimes be seen in the woods as they journeyed to Mithlond, the Grey Havens beyond the borders of The Shire, where they cross the Sea into the West.

Dark things seldom threatened the hills and meadows of The Shire. Largely this has been because Hobbits are very good at keeping to their own business and not being noticed by others. But the Little Folk would be aghast and unbelieving if they only knew the lengths to which Gandalf the Grey and the Rangers of the North have gone to ensure the country's peace. Now, though, even The Shire cannot escape the notice of the Shadow in the East.

Of the Wilderlands of Eriador, the Trollshaws are among the most untamed. Men and Dwarves come here seldom, and even then they only follow the course of the Great East Road. As the name suggests, this land is the haunt of wild Hill-trolls.

East of the Trollshaws, beyond the Ford of Bruinen, lies the hidden Elf-refuge of Rivendell, home of Elrond Halfelven, chief of the White Council. There, the course of Middle-earth will be determined.

Main Game Screen

① **Character Vitals** (p. 50). Your Morale (green) and Power (blue)

② **Effect Icons** (p. 50). Icons that signal beneficial or negative effects influencing you

③ **Target** (p. 50). Your target's name (and vitals, if living)

④ **Radar (Mini-Map)** (p. 50). Small map of your immediate surroundings

⑤ **Map** (p. 51). Displays full-screen maps of various Middle-earth locations

⑥ **Web Features** (p. 51). Special web-based features available from within the game

⑦ **Hope/Dread Indicator** (p. 52). Indicates your current level of Hope and Dread

⑧ **Quest Tracker** (p. 52). Information to keep track of current quests

⑨ **Chat Window** (p. 52). How you send and receive text messages

⑩ **Pet Shortcut Bar** (p. 52). Bar for you to send instructions to your pet

⑪ **XP Bar** (p. 53). Experience you have earned toward the next level

⑫ **Main Menu Button**. Displays help, displays options, logs off character, or quits game

⑬ **Crafting Panel** (p. 54). Displays information about your professions and how to craft

⑭ **Social Panel** (p. 54). Displays information about your fellowship, Kinship and other social interaction

⑮ **Deed Log** (p. 54). Displays information about your Deeds

⑯ **Quest Log** (p. 54). Information about your quests

⑰ **Character Journal** (p. 54). Displays information about you and what you have equipped

⑱ **Auto-attack Button** (p. 56). Button to start attacking an enemy

⑲ **Quickslots** (p. 56). Place any skill or item icon in these slots; access the skill or item by clicking on it or by pressing the corresponding key

⑳ **Inventory Bags** (p. 57). Displays the bags that hold the items you are carrying

① *Character Vitals*

The meters in the top left corner indicate your current Morale Points (green) and Power Points (blue). If you want to display your exact current Morale and Power (rather than just the bar itself), check the box for Vital Bar Numbers (in Options: UI Settings: Panels). You can also see the Vitals for allies or enemies by targeting them.

② *Effect Icons*

When you are under the influence of an effect (poison, enchantment, Dread, an incapacitating wound, a Morale boost, and so forth), it is indicated under your vitals by an icon. Hover your cursor over an icon to see a description of the effect. If an effect has a fixed duration, you will also see its remaining time count down. See **Wounds & Other Effects**, p. 64.

③ *Target*

When you left-click on a target, such as another player character, an NPC or an enemy, its name and Vitals will be shown next to your Vitals. When you click on an item, the item's name will appear next to yours. Hostile enemies display health in red, neutral characters show a yellow bar, and friendly characters have a green Morale bar. When you target a potential foe and its Vitals are grey, that means someone else has already engaged it ("tapped" it). You can attack it, but you will not get XP or loot for defeating it; whoever attacked it first gets those.

④ *Radar (Mini-Map)*

The Radar displays a small map of your immediate surroundings. It shows the direction you are facing and the direction and distance to other places in the game world.

Arrowheads pointing off the edge of the Radar indicate directions to towns (gold), resources (blue), and so forth. Hold your cursor over an arrowhead to see what it is tracking.

Green circles indicate other fellowship members. If one of your fellowship is beyond the edge of the Radar, a green arrowhead indicates his direction.

Hover your cursor over an icon to see what it marks. Right-click on the "+" in the dark-blue circle (⑤) and select **Filter** for a complete list of available icons. See **Radar & Map Icons** (next column) for a list of all the icons that can be found on the Radar, and how to toggle them. (Note that your Radar filter is different from your Map filter — you set up each filter separately.)

Press [M] or click on the "+" in the dark-blue circle (⑤) for a full-screen map of the region (and to access other maps of the world).

⑤ *Map*

When you bring up a full-screen map, it will show the region you are in. You can use the map to see other parts of Middle-earth by right-clicking on the Map to zoom out and left-clicking (on a highlighted area) to zoom in. Alternatively, select the map you want to see by pulling down the **Show Map** menu.

These maps are in the game (the parentheses note which icons are available for each map):

- **Middle-earth (no icons)**
  - **Eriador (Fellowship icons only)**
    - **Angmar (Fellowship, POIs)**
    - **Bree-land (Fellowship, POIs)**
      - **Archet (all icons)**
      - **Town of Bree (all icons)**
    - **Ered Luin (Fellowship, POIs)**
      - **Thorin's Gate (all icons)**
    - **Ettenmoors (Fellowship, POIs)**
    - **Lone Lands (Fellowship, POIs)**
    - **Misty Mountains (Fellowship, POIs)**
      - **Rivendell (all icons)**
    - **North Downs (Fellowship, POIs)**
    - **The Shire (Fellowship, POIs)**
    - **Trollshaws (Fellowship, POIs)**

The indents in this list indicate which maps are part of larger maps. For example, the Town of Bree map is part of the Bree-land map, which is part of the Eriador map, which is part of the Middle-earth map.

Radar & Map Icons

On the map, pull down the **Filter Map Notes** menu for a complete list of icons available for the current map. While you are in a fellowship, most maps have a green dot to show the location of each of your fellowship's members.

To toggle a specific type of icon on/off, click on its name.

The full range of icons include:

⑥ *Web Features*

The Lord of the Rings Online includes special web-based features accessible from inside the game. To use the web features, click the upper-right button on the Radar display (⑥). Once the in-game browser opens, you can interact with a variety of reference and interactive tools that extend your play experience and tie it into your www.lotro.com website activities.

When you first activate your Product Key you will receive an e-mail welcoming you to our website and instructions for how to start getting involved in the game's web social network. Please refer to this e-mail for more information.

⑦ *Hope/Dread Indicator*

Every character has the spirit of an adventurer. However, your spirit will change, based on the people, places and things that you encounter. When you are in safe places or in the presence of benevolent NPCs, you will have increased Hope. Conversely, you will experience great Dread when confronted by a Nazgûl or some ancient relics of Angmar. You can see your current level of Hope (blue) and Dread (red) by examining the effects under your Vitals bar, or with this Hope/Dread button on the Radar. See **Spirit**, p. 65, for more details.

⑧ *Quest Tracker*

The Quest Tracker keeps you updated on up to five quests at a time. It tells you the name of the quest you are on and what you have to do to complete the next objective. Quest names are color-coded based on difficulty relative to your level, just as monsters are. Once you have completed part of a quest, your Quest Tracker automatically updates to display the next objective. A quest does not have to be in your Quest Tracker for it to update. See **Quests**, p. 68, for more on quests.

NOTE

Click the gold ring beside a quest name to bring up your Quest Log, opened to the quest you clicked on.

⑨ *Chat Window*

The Chat window is in the lower-left corner of the screen. This is where you send and receive chat messages, see combat messages and more. You can type messages from your character in the Chat box, send other players private messages, and make your character perform emotes, such as dancing (see p. 73). Press Enter or / to enter Chat mode, or click on the text entry box. Press Enter to send a message.

See **Chatting**, p. 71, for more information.

⑩ *Pet Shortcut Bar*

When you summon a pet, your Pet Shortcut bar appears. Use this Shortcut bar to give your pet commands, such as Attack, Follow, Assist and Stay. As you gain levels, your pet will gain additional special skills.

Use the Pet Shortcut bar as you would your Quickslot bar (but you cannot assign keyboard commands to this bar). Note that the Assist button is a toggle: On or Off.

You can place any of the Pet icons on a regular Quickslot bar (⑱, p. 56). This allows you to map keystrokes to them; it also means you can remove the Pet Shortcut bar, if you prefer.

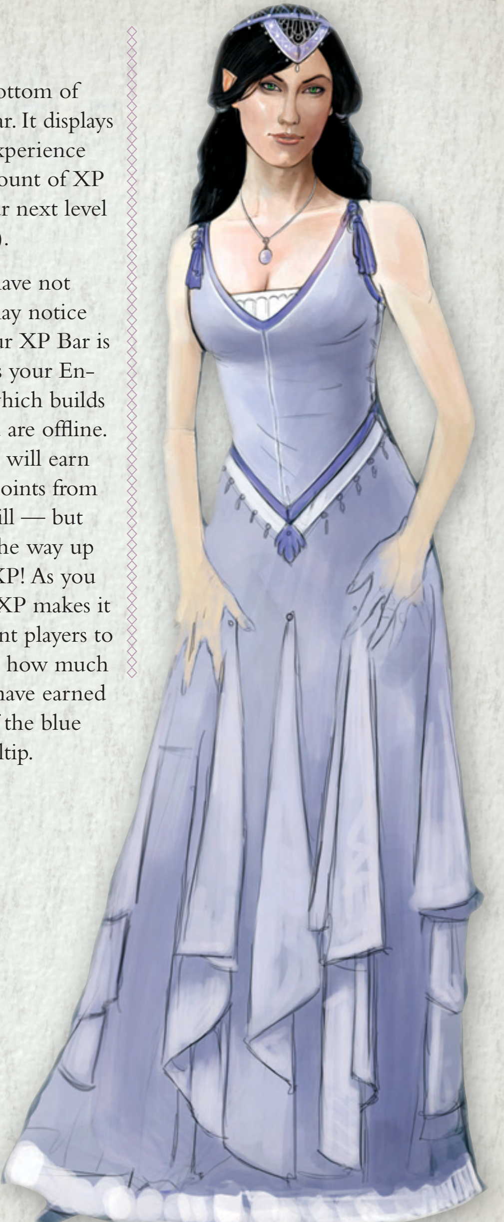
Dismiss a pet by right-clicking its Vitals and selecting **Dismiss**.

Rename a pet by right-clicking its Vitals and selecting **Rename**.

⑪ *XP Bar*

The orange bar at the bottom of the screen is your XP Bar. It displays your level, cumulative experience points (XP), and the amount of XP you need to achieve your next level (see **Leveling Up**, p. 78).

Enhanced XP. If you have not played for awhile, you may notice that the right end of your XP Bar is blue. That blue section is your Enhanced XP bonus bar, which builds up slowly whenever you are offline. With Enhanced XP, you will earn double the experience points from any monsters that you kill — but not from Quests — all the way up to one level's worth of XP! As you can imagine, Enhanced XP makes it much faster for infrequent players to level up. You can see just how much Enhanced XP that you have earned by looking at the size of the blue bar or examining its tooltip.



GAME CONTROL BAR

The six buttons in the bottom-left corner of the screen make up the Game Control Bar. They give you access to most game elements.

⑫ *Main Menu* Esc

Display help, display options, log off character, or quit game.

⑬ *Crafting Panel* T

View information about your profession — what level you are at, how much crafting experience you need to advance, and the crafting tools, facilities and ingredients needed to create the items. See **Crafting**, p. 84, for more on how crafting works.

⑭ *Social Panel* O

View information about your current fellowship and your Kinship, as well as search for a fellowship or find someone to join your fellowship (see p. 79 for more on **Fellowships**). From this panel you can maintain a Friends list, which will help you contact and monitor those characters with whom you are close, and an Ignore list, which allows you to screen out messages from players whom you may find annoying.

⑮ *Deed Log* Shift L

Keep track of your Deeds here. You can view how much you have completed and the rewards that you can receive. For more information, see **Deeds**, p. 66.

⑯ *Quest Log* L

Displays the quests you have accepted (see **Quests**, p. 68).

⑰ *Character Journal* C

Displays a number of tabs holding a wealth of vital information, including your statistics, equipped items, skills, Traits and fellowship skills. You can edit your bio and select which Title you wish to display. Tabs include: Character, Skills, Traits, and Titles.

CHARACTER

Character. The top line displays your name, class and level. The boxes below that display what you currently have equipped (see **Equipment**, p. 60). Below those boxes, the next line lists your money (in gold, silver and copper coins) and your Destiny Points (see **Monster Play: Destiny Points**, p. 91). The final section lists all your stats. Stat colours give you additional information — red stats currently have a penalty of some sort, green stats currently have a bonus, and white stats are unmodified.

Bio. This displays any biographical information that you have created. To add to it or change it, click the **Edit** button. All other players can see your Bio by inspecting you (target a player character, right-click his Vitals display or his character, and select **Inspect**). Click on the Bio tab at the bottom of the Inspection Panel.

The War. This lists your Rank, Rating, Infamy/Renown and other stats for **Monster Play**. See p. 87 for more information.

SKILLS

Active Skills. This lists your active skills (skills that you must trigger to use), along with a description and icon. Use these icons to fill your **Quickslot Bars** (p. 56). Skills are sorted by type, and alphabetically within a type. To get more information on a skill, hold your cursor over it to see a tooltip box.

Click on a "–" box to minimize all the skills of that type. Click on a "+" box to view all the skills of that type.

Passive Skills. Passive skills are "always on" — you do not have to trigger one to use it. Typical passive skills include racial characteristics (such as Man's "Easily Inspired," that improves Morale restoration) and proficiencies (for example, allowing you to equip "Medium Armour" or "One-Handed Swords").

Passive skills are sorted like active skills, and you can minimize/expand the list in the same way.

Fellowship Skills. These skills begin to unlock once your character reaches Level 12. These skills cannot be quickslotted, but they will automatically appear as part of the Fellowship Skill window. See **Fellowship Skills**, p. 63.

TRAITS

All Traits. This lists all the Traits you currently have available.

Equipped Traits. This shows all the Traits of each type (**Virtues**, **Race**, **Class** or **Legendary**) you currently have equipped. See **Traits**, p. 67.

TITLE

This panel lists all the Titles you have earned, sorted by type. You begin the game with one Heritage Title, referring to your homeland. As you adventure, you earn more fame, and thus more Titles. Most are based on accomplishments of various sorts (for example, "… the Spider-killer", "… Watcher of the Path"). Some are based on crafting achievements.

You may display any Title you have earned, so that other players see it over your head with your name. To display a Title, select it and then select **Make Active**. Your active Title will be displayed in the window at the bottom of the panel. To hide a Title, select **Clear Active**.

Click on a "–" box to minimize all the Titles of that type. Click on a "+" box to view all the Titles of that type. You can sort Titles (within a type) **Alphabetically** or by **Newest First**.

⑱ *Auto-attack Button*

Once you have a target, click this button to start attacking. Champions have a Fervour meter above their Auto-attack, and Hunters have a Focus meter in the same place.

⑲ *Quickslot Bars*

Primary Quickslot Bar. At the bottom of the screen is a Quickslot bar. Quickslot bars each contain 12 spaces to place customized shortcuts that let you quickly perform actions, such as triggering a skill or swapping equipment. Skills, equipment, armour and even food can be added to the slots in this bar. You can assign skills and equippable items (such as weapons and armour) to a Quickslot by dragging the icon from the appropriate window (such as your inventory) to a slot on the Quickslot bar.

You can activate a Quickslot by either clicking it with the cursor, or pressing the corresponding button (1 – =) on the top row of your keyboard).

Bars 1, 2 & 3

You can access three more Quickslot bars by pressing Ctrl, Alt or Shift. All three bars can appear at once, and you can slot icons on them while they are all visible, but you cannot activate a slotted icon if you are pressing more than one of those three keys. Press Shift, Ctrl or Alt plus 1 – = to activate the icon in that location.

By default, when Bar 1 (Ctrl) is visible, it is just above the primary Quickslot bar. (It is identifiable by the "C+X" notation at the bottom of each slot.) Bar 2 (Alt; "A+X") is always next in order — first, if Bar 1 is not visible. And Bar 3 (Shift; "S+X") is on top.

Bars 4 & 5

There are two more Quickslot bars available, which you can display through the **Options** menu (p. 97).

You can only activate an icon in Bar 4 or 5 by clicking on it — there are no default keystrokes (but, as with most things, you can modify that through the Options).

Changing Default Settings

To access Bars 4 and 5, or to change any of the other settings for your Quickslot bars, see **Options: Quickslots** (p. 97). Here you can select which extra Quickslot bars you want active and you can make them horizontal or vertical.

⑳ *Inventory Bags* I

You have five bags in which your inventory is kept. Click on an individual bag icon to open that bag. You can also open or close all five bags in your inventory by pressing I, and you can scroll through your bags by pressing Ctrl F1–F5.

Customizing Your Screen

The main screen illustration on p. 49 shows the default location for each item. However, you can move nearly every element to a new location on the screen. Press Ctrl / to display "hooks" for every UI element that can move. Place your cursor over an element (the cursor becomes the same crossbar that you use to move other windows) and drag the element to where you want it. Press Ctrl / again to deactivate this display.

NPCs

NPCs (non-player characters) are all the characters in the game who are not controlled by a player. They are the people of Middle-earth. Certain NPCs have icons above their heads. This indicates they may have something to tell your character (perhaps a quest to offer you). Other NPCs have titles after their names. These titles can tell you what that NPC does, be it selling equipment or training adventurers. You can also toggle on floating icons over each NPC's head that indicate what he does (by pressing N, or by going to *Overhead Non-Quest Icons*, in the Options: UI Settings screen). Regular citizens do not have icons.

To talk to any NPC, go up to him and right-click or double-left-click on him. If he has something to say, he will talk to you.

The colour of a character's name tells you something about him. You can change these (in Options), but the defaults are:

Green	Your fellowship
Dark Red	Your raid
Light Blue	Your Kinship
Yellow	You and any other players or NPCs
White	Objects (including doors)

Controls

NOTE

All keystrokes listed here and elsewhere in this manual assume the default control setup. You can change most keymaps in the OPTIONS *window* *(p. 98).*

W	**Move forward**
A	**Move left**
S	**Move backward**
D	**Move right**
Q	**Strafe left**
E	**Strafe right**
Insert	**Toggle between walk/run**
Num Lock	**Autorun ON/OFF**
Tab	**Select next target**
Backspace	**Select nearest target**
F1	**Select self (press F1 again to select your pet)**
Ctrl F1 – F5	**Select bags 1 - 5**
	Select, Use or Attack (depends on context)
	Select
(press and hold)	**Mouselook (you turn with your camera)**
(press and hold)	**Rotates camera around you (you do not turn with camera)**
,	**Move Forward (hold first, then press to move)**
Mousewheel	**Zoom camera in/out**
Mousewheel (press) + move mouse	**Rotate camera (Mouselook)**
Spacebar	**Jump**
M	**Map**
R	**Reply**
L	**Quest Log**
Shift L	**Deed Log**
1 – =	**Trigger corresponding skill or item for this Quickslot icon**
Ctrl 1 – =	**Trigger corresponding skill or item on Quickslot bar 1**
Alt 1 – =	**Trigger corresponding skill or item on Quickslot bar 2**
Shift 1 – =	**Trigger corresponding skill or item on Quickslot bar 3**
*	**First person/third person view (toggle)**
`	**Attack target**
U	**Use**
I	**Open/close all bags**
Enter or /	**Type in Chat window**
Ctrl \	**Toggle "hooks" to rearrange screen elements (on/off)**
F11	**Take screenshot**
F12	**Toggle HUD on/off**
O	**Social Panel (fellowship, friends, Kinship and raid)**

Movement

RUN OR WALK

The default movement mode is running. Use Insert to toggle between running and walking modes.

Press W to move your character forward, S to move backward, and A and D to turn your character left and right, respectively. You can also use the arrow keys to move your character. Q and E make your character strafe left and right. If you are in mouselook mode (see **Camera Controls**, below), A and D will make your character sidestep left and right.

JUMP

Spacebar makes your character jump up in the air.

SWIM

You can swim across bodies of water using the standard movement controls of W, A, S, D, Q and E. You cannot swim underwater.

Camera Controls

While moving your character, the camera stays locked behind you, but you can position the camera anywhere around your character to get a better view of your environment. Mouselook mode allows you to control the camera with your mouse. You can enter Mouselook mode by holding down the right mouse button and moving the mouse around. To rotate the camera around your character, click and hold the left mouse button and move the mouse. You can zoom in and out by spinning the mousewheel up and down respectively. Zooming in completely will put you into first-person view; you can also use * (on the Numpad) to toggle between first- and third-person perspectives.

Alternatively, you can reset the camera to its default position by pressing 0 (numpad). or Home.

Currency

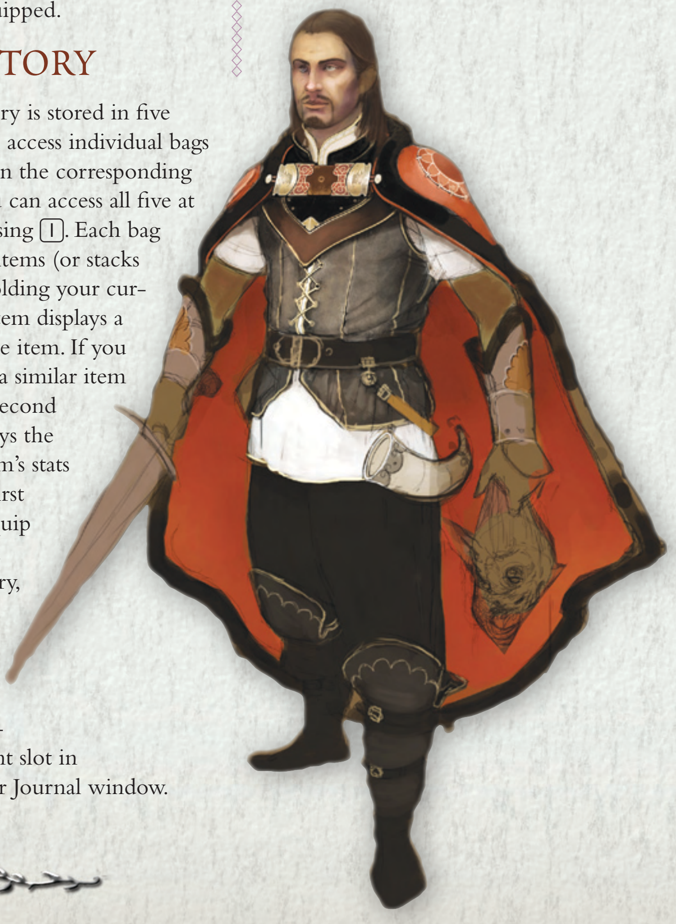
Middle-earth currency comes in copper, silver and gold. A silver is worth 100 coppers, and a gold is worth 1000 silvers.

Equipment

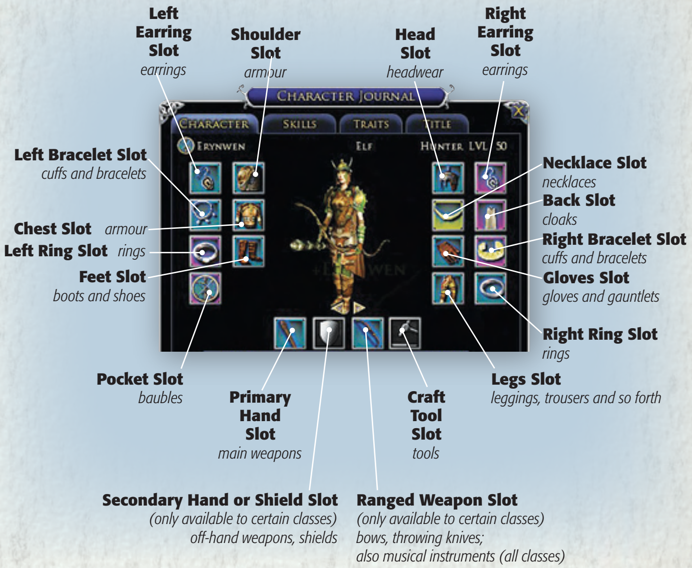
As you complete quests and find treasure, you will accumulate weapons, armour, special items and more. These items are stored in your character's inventory. Click on the bag buttons at the bottom right of the screen, or press [I] to open all of the bags. Press [C] to open up your Character Journal to see what items you have equipped.

INVENTORY

Your inventory is stored in five bags. You can access individual bags by clicking on the corresponding bag icon. You can access all five at once by pressing [I]. Each bag can hold 15 items (or stacks of items). Holding your cursor over an item displays a tooltip for the item. If you already have a similar item equipped, a second tooltip displays the equipped item's stats next to the first tooltip. To equip an item from your inventory, double-click it, right-click it, or drag it to the appropriate equipment slot in the Character Journal window.



Stackables. Some small items (potions, ammo, minor battle trophies and trade goods) can be stacked, so that multiple items of the same type can be stored in a single inventory slot. The maximum number of items that can be stacked together depends on the item in question.



Splitting Stacks. Stacks are convenient ways to hold small items, but sometimes you need to split them — to sell or trade part of a stack, or for other reasons. To split a stack, hold [Ctrl] while you move the stack from one inventory box to another. A window appears, asking you how much you want to move. Enter an amount (or select "half"), and the stack is split in that amount.

Bound Items. Some items are "bind on pickup" (or "bind on equip"). That means that when you pick it up (or first equip it), it becomes bound to you — you cannot give it away or trade it to another player. These items can be sold to an NPC Vendor or destroyed. Bound items often have special bonuses or improved statistics.

Red-Border Items. If you cannot currently use an item in your inventory, its icon has a red border. If you hold your cursor over it, the information window lists what keeps you from using it, also in red.

Combat

TARGETING AN ENEMY

To target an enemy, click on it. You can also target the closest enemy by pressing Backspace. You can cycle through all nearby enemies with Tab. The vitals of the enemy you have targeted appear next to yours, and an orange target ring appears around the enemy's feet.

ATTACKING

To attack the targeted enemy, right-click it, double-click it, or press `. The target ring at its feet changes to red to show that you are attacking.

SKILLS

As you increase in level, you will gain skills (special attacks, special defensive moves, abilities that improve your fellowship or weaken your opponent, and so forth) that can greatly increase your effectiveness in combat. To use a skill, you must purchase it from a Trainer for your class. Trainers are marked on the Radar with a scroll icon; you can hold your cursor over a scroll icon to see what type of Trainer it marks.

To use a special attack or other skill, place it on your Quickslot bar (see **Quickslot Bars**, p. 56), and select it when you wish to execute that skill. Once you perform a skill, there will usually be a waiting period before you can attempt to use that same skill again. (This delay is shown as a grayed timer overlaying the icon.)

Some special attacks may require specific circumstances before you can launch them. For example, Champions must attain a certain level of *Fervour* before they can attempt some of their attacks. See specific class descriptions for more information.

ENEMY LEVELS

Each enemy has a level. The level is

shown on the enemy's vitals display, under the image of the enemy. The colour of the enemy's name gives you a quick comparison between your level and the enemy's level:

Gray	Enemy is 9 or more levels below you
Green	Enemy is 6-8 levels below you
Light Blue	Enemy is 3-5 levels below you
Blue	Enemy is 1-2 levels below you
White	Enemy is the same level as you
Yellow	Enemy is 1-2 levels above you
Orange	Enemy is 3-4 levels above you
Red	Enemy is 5-7 levels above you
Purple	Enemy is 8 or more levels above you

In addition to the monster's level, every monster has a *Rank*. There are seven Ranks. You can identify a monster's Rank by looking at its Vitals. The portrait is surrounded by a coloured ring that represents its Rank. From weakest to strongest, the Ranks are:

- Swarm (green)
- Normal (blue)
- Signature (orange)
- Elite (orange; Eye of Sauron)
- Elite Master (Elite + four spikes)
- Nemesis (Elite + six spikes)
- Arch-nemesis (Elite + flaming Eye)

And finally, the shape and pattern of its Vitals matches the classification.

FELLOWSHIP SKILLS

When you are in a fellowship, there is a chance to trigger a maneuver event during combat. A Fellowship Skill window will pop up on each fellowship member's screen. Each member should click on one of

the four coloured buttons. If done in the correct order, a coordinated fellowship maneuver will occur, whether it be devastating damage to your target, or restoration of your Power or Morale, or a buff for your fellowship. There are dozens of fellowship skill combinations that will result in successful maneuvers, and they gain strength with the number of participating fellowship members. When you participate in a successful maneuver, the skill combination will be recorded in your Character Journal in the Fellowship Skills section.

Even if you do not form a successful maneuver, the fellowship skill you choose will still perform a powerful action related to that skill:

- **Ent's Strength.** A powerful melee attack.
- **Spider's Guile.** A weak melee attack with a strong damage-over-time component.
- **Eagle's Cry.** A strong self-Morale heal.
- **Stallion's Spirit.** A strong self-Power heal.

When part of a successful fellowship maneuver, the magnitude of these base skills is increased.

DAMAGE, DEFEAT & RECOVERY

As you take wounds in battle, your Morale will decrease. As you use skills, your Power will decline. (Your current Morale is displayed in your green Vitals bar; your current Power is displayed just below that, in your blue Vitals bar.)

In order to stay at maximum combat efficiency, you must regain your Morale and Power. Both automatically recharge when you are not in combat.

You can regain Morale and Power during combat by using certain spells or skills. You can use potions to recover Morale and Power more quickly. You can also regain Morale and Power by eating and drinking — carry food with you, so that you can quickly recover strength when not in combat.

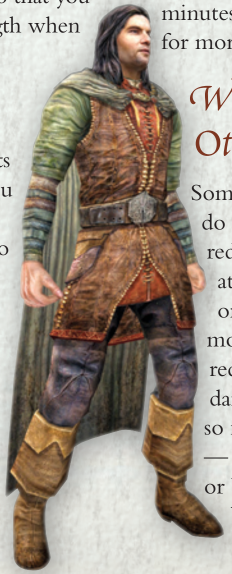
Defeat

When your Morale Points are entirely exhausted, you are defeated. When you suffer defeat you have two options:

1. Lie motionless and powerless and wait for a companion or friendly ally to revive you. (You can wait up to 10 minutes before you automatically retreat.)
2. Retreat to a place of safety (a rally point — one of the rings of white stones found near most settlements) and resume your adventure from there. Note that when you are defeated in a major adventure instance, your rally point is at the beginning of the instance itself.

When you are defeated, your abilities will be somewhat impaired for several minutes after your recovery. Defeat also increases the wear on all your equipment.

Defeat also brings fear into your heart, causing you to perform more poorly. The effect of fear is called Dread and can be seen as an effect on you under your Vitals bar, as well as in the Hope/Dread icon on the edge of the Radar (⑥). Dread will wear off naturally after a few minutes of play. See **Spirit**, p. 65, for more details.



Wounds & Other Effects

Some enemy attacks will do damage beyond simply reducing your Morale. An attack might poison you, or impair your vision or movement. Some effects reduce stats, others inflict damage over time, and so forth. Still other effects — usually bestowed by you or by fellow players — are beneficial, raising your Morale, boosting your defences, or otherwise strengthening you.

When you are suffering or benefiting from an effect, an icon appears below your Vitals bar. Hold your cursor over the icon to see exactly what is affecting you.

Most effects expire on their own after a certain amount of time. If so, a countdown timer will appear when you hold your cursor over the effect icon. A few effects are permanent until you receive restoration or take some other appropriate remedial action.

The four categories of debilitating effects that monsters can put on player characters are:

- wounds
- poison
- disease
- fear

Various player classes have skills that can cure these effects. There are also salves and draughts in the game that may alleviate some of these effects.

Spirit

Hope and **Dread** represent either bonuses or penalties caused by the nearby environment, and even some enemies. For example, if you are in a high Dread area or are facing a Nazgûl, Dread effects might include a reduction in maximum Morale (shown as a purple cap on your Morale Vitals bar), increased chance to miss and to be stunned, reduced effects from Morale boosts, blurred vision, cowering in fear, and so forth. If you are in an area of Hope, you may find your Morale is increased, you are less likely to become demoralized, you become more proficient to striking your foes, and so forth.

You can see your current level of Hope (blue) and Dread (red) by examining the effects under your Vitals bar or with the Hope/Dread button on the edge of your Radar.

SPARRING

You can spar with any other player. This is "practice" combat — the loser falls down, but no one is actually hurt or loses anything (although a victory certainly gives you bragging rights, and your equipment suffers normal wear). To challenge someone to a practice round, either right-click on that character and then select **Spar** from the dropdown list, or select the character and type **/spar**.

Sparring challenges are enabled by default (but people on your Ignore list cannot challenge you to a sparring match). In order to automatically ignore all challenges, go to **Options: Social Options: Enable Sparring Requests**. Click on it to unselect it. Once disabled, you no longer receive sparring requests from anyone. You can turn them on again by returning to the Options menu.

NOTES

You can only send one sparring challenge per minute.

Sparring is not available in all areas of Middle-earth.

Deeds

Deeds begin as tasks that you discover as you move throughout the world, and as you learn and use new skills. You can find a list of your current Deeds and their rewards in your Deed Log ((Shift)(L)). Deeds are broken up by geographical area and by type — there are *Exploration*, *Lore*, *Reputation* and *Slayer* Deeds. The Deed Log also shows the reward for each Deed.

Your Deed Log is divided by region (the first several tabs), by class and by race.

Typical Deeds include:

- Visiting all the Points of Interest in a region
- Slaying a certain type of monster (usually several dozen)
- Using a specific skill (usually hundreds of times)
- Completing all of the quests in a region

For each Deed, there is a reward. Select an Deed on the left page to display its requirements on the right page. Select the seal at the bottom of the right page to display its reward. (This seal changes from gray to red when you fulfill it; in addition, a seal icon appears in the lower right corner of your screen when you complete an Deed.) Easier Deeds reward you with new Titles; harder Deeds reward you with Traits.

It is not possible to list all the various Deeds in this manual — there are a lot of them — but here are a few sample Deeds for an Elven Champion:

- **Flashing Blade.** Strike enemies with Blade-wall skill. Reward: a Trait granting a +2% bonus to area-of-effect skill damage
- **Swift to Anger.** Strike enemies with Swift Strike skill. Reward: a Trait granting a +10 bonus to Might
- **Goblin-slayer.** Defeat Goblins in Ered Luin. Reward: Guardian of Ered Luin (Title)
- **Brigand-slayer.** Defeat brigands in Ered Luin. Reward: Defender of the Halls (Title)

Traits

As you progress through the game, you will earn Traits. Traits are gained by completing Deeds, by completing quests and (occasionally) simply by leveling. Each Trait falls into one of four categories: *Virtue*, *Class*, *Racial* and *Legendary*.

You can only have a few Traits active at a time. As your level increases, you gain more slots for Traits, so you can have more active Traits. New Trait slots become available at the following levels:

Trait	Levels							
Virtue	7	9	11	17	23			
Race			13	19	25	31	37	
Class			15	21	27	33	39	
Legendary							41	45

The benefits of Traits range from small bonuses to your skills and attributes to unlocking heroic skills. Some bonuses derived from Traits stack, granting you even greater bonuses. Traits can give you a huge advantage, so be sure to collect as many as possible.

VIRTUE TRAITS

In their most basic form, Virtue Traits really represent your personality. There are twenty different Virtues that you can obtain and improve, including Valor, Wisdom, Justice and Compassion. Each time you complete a Virtue Deed, you receive a new Virtue, or improve an existing Virtue Trait. For example, if you have already earned +1 Wisdom, you can earn an additional +1 Wisdom (total: +2 Wisdom) by completing a second Deed with the same reward.

BARDS

When you achieve a new Trait, you must speak with a Bard to "equip" that Trait in your Trait panel. Talk to the Bard and the Trait Trainer panel will open. You will see how many slots you have for each category of Trait. New Trait slots open up as you increase in level, until eventually they are all open. You will usually have more Traits available than you do Trait slots, which means you cannot equip all your Traits at the same time. However, you can alter your active Traits any time you want, with another visit to a Bard. The Bard will charge a fee for this reconfiguration.

Quests

Quest Log

You can bring up your Quest Log by pressing L. This is where you keep track of all your quests. This panel sorts your quests into regions and the Epic storyline. You can sort the Quest Log to only show certain types of quest, such as just the Epic quests or completed quests.

If you click on the title of the quest, the right side of the screen shows its current objective, details of the quest and your reward for completion.

Getting Quests

Gold Rings. Quests are gained by talking to NPCs with golden ring icons above their heads. Talk to an NPC by double-clicking on him.

You can choose to accept or decline the quest by clicking on the corresponding box at the bottom of the quest dialogue. When you accept a quest, your Quest Log immediately updates to include it.

Flaming Rings indicate quests that are part of the Epic storyline which runs through the game. These quests are important and will often involve members of the Fellowship, such as Gandalf and Aragorn.

Silver Rings. Some NPCs have silver ring icons, rather than gold. A silver ring indicates that a quest does not match your level. If the NPC will not talk to you about a quest, it means your level is not high enough; try talking to him again after gaining a couple more levels.

Transparent Grey Rings. Other NPCs have transparent grey rings above their heads. This means that the quest's level is far below your own level. You can accept and complete the quest — perhaps to continue a story arc that requires it — but the rewards and XP gain (if any) will be small.

Quest Colours. Each quest has a level. Similar to monster-level colours, the colour of the quest's name gives you a quick comparison between your level and the quest's level:

Gray	Quest is 9 or more levels below you
Green	Quest is 6-8 levels below you
Light Blue	Quest is 3-5 levels below you
Blue	Quest is 1-2 levels below you
White	Quest is the same level as you
Yellow	Quest is 1-2 levels above you
Orange	Quest is 3-4 levels above you
Red	Quest is 5-7 levels above you
Purple	Quest is 8 or more levels above you

Sharing Quests

You can share quests with other player characters. To do this you must be in a fellowship with the character or characters you wish to share the quest with. Once you are in a fellowship, click the quest you want to share in the left side of your Quest Log, then click the **Share Quest** button at the bottom of the panel. All members of the fellowship should then get a pop-up box asking if they wish to have the quest bestowed.

Of course, this only works if the character qualifies to receive the quest. If he has already completed it, or has not met its prerequisites, you cannot share it with him. You also cannot share Epic Quests this way.

Reflecting Pools. The one exception to this is a Reflecting Pool. If you want to invite a character to join you in an instance that he has already completed, he must visit a Reflecting Pool. Using the pool allows him to replay an instance (but not a quest that does not involve an instance).

Canceling Quests

To cancel a quest, open your Quest Log. Select the quest you wish to cancel and click the **Cancel Quest** button at the bottom of the Quest Log. Click **Yes** in the pop-up box to confirm that you want to delete it, removing it from your Quest Log and the Quest Tracker. (Clicking **No** leaves the quest as it was.) Doing this will reset the entire quest and you will have to go back to the initial quest bestower to get it again.

If you need to exit an instance before completing it, canceling the quest is the only way you can be sure to be able to gain the quest again — avoid logging out before you have cancelled the quest, if you can.

Finishing Quests

To finish a quest, you need to complete all the objectives you were given, then you need to speak to the indicated NPC to receive your reward (or go on to the next step in the story). Occasionally you will be asked to select an item as a reward for completing the quest. Choose the item that best suits you and click on **Accept**. The item will then be added to your inventory.

Instances

QUEST INSTANCES

Sometimes quests will send you on a private adventure (an "instance") for you to complete. These instances can only be entered while you are on the quest. In general, none of these instances can be repeated. However, even if you have already completed an instance quest, you can still help members of your fellowship complete the quest themselves by visiting a Reflecting Pool. The Reflecting Pool will enable you to join your fellowship inside the instance.

ADVENTURE INSTANCES

These areas of the world are marked by special portal entrances. They are special dungeons or areas for you and/or your fellowship. Unlike quest instances, these areas have no specific quest associated with them, but each has several quests that point you inside the area. Expect an adventure instance to be quite difficult and to take an extended period of time with unique boss battles. The rewards for these instances are correspondingly greater than the rewards for other instances and areas.

LOCKABLE ADVENTURE INSTANCES

This is a special version of an adventure instance that is "locked" and can exist over several days, enabling you to experience the encounter over multiple gaming experiences. You become locked to one of these instances when you kill one of its bosses or finish a specific branch of the instance. Once you have become locked, you can only enter the instance with others who have the same locked flag. You can view your current locked encounters by using the /raid locks command. This will tell you how long you have until the instance will reset.

Chatting

The Chat windows allow you to converse with people around you. You can also chat with members of your fellowship or Kinship, and send and receive personal messages. In addition to typing messages that are seen by players in your vicinity, there are different chat channels within the Chat windows.

Click on the chat-bubble icon at the bottom left corner of the Chat window to select the default channel for your conversation. You can select from among the three most common channels at that point (**Say**, **Fellowship** or **Kinship**), or select Output Channel to display a list of Emotes and seven more chat channels.

Once you have chosen a chat channel, your chat will only appear there. For example, only your fellowship will see your chat text in your fellowship chat channel.

This can also be achieved by using chat commands. Chat commands are all preceded by "/" (slash). For example, if you want to type a message that only your Kinship members can hear, type **/k** before the message. To type a message that is only heard in your fellowship's channel, type **/f** before your message.

NOTE

The Chat bubble icon opens many kinds of chat channels.

To see a complete list of chat commands, type **/help** in the Chat window. To send a PM (personal message) to another player type **/tell <player name> <message>**. To send a tell back to a person that has just sent you a message type **/r <message>** in the Chat window. You can stop a person from sending you tells (personal messages) — in fact, you can prevent the display of anything he broadcasts unless he is in a fellowship with you — by adding him to your Ignore list. To add a person, select him, right-click on him, then scroll down to Chat and click Ignore. You can also add a character to your Ignore list through your Social panel.

DEFAULT CHANNEL

Click the speech bubble to set your default chat channel. You can change this whenever you wish — for example, you might set it to fellowship when you are questing, and to Auction when you are ready to bargain. You can still send a message to another channel; just use the same flag (/say, /f, /k, or whatever is appropriate).

Available default channels are:

- **Say**
- **Fellowship**
- **Kinship**
- **Output Channel>**
  - **Emote**
  - **Help**
  - **LFF (Looking For Fellowship)**
  - **OOC (Out of Character)**
  - **Officer**
  - **Raid**
  - **Regional**
  - **Trade (Auction)**
- **Emotes>**
  - **A list of available emotes**

CHAT TABS

Click on a tab at the top of the Chat window to restrict what you see in the Chat window to that particular channel. (**General** displays *all* chat.) When a message arrives that will not appear in your current channel (for example, a fellowship message when you have got the IMs tab selected), a blue chat bubble appears on the tab of the channel that receives the unseen message.

The **IMs** (Instant Messages) tab actually has multiple buttons, one for each character sending you instant messages. Right-click on a button to create a new chat window with just messages to and from that character.

Right-click on a tab to display a short menu of tab options. They include:

Rename Tab. Select this to open a window and change the tab's name.

Create New Tab. Select this to add a new tab at the right end of the Chat window. There is not room to add a tab on the default window, so click the small arrowheads at the end of the tab bar to shift over to your new tab, or pull the lower right corner of the Chat window to the right to enlarge the window.

Delete This Tab. Deletes the tab you selected. (You cannot delete the General tab.)

Change Filters. Toggle filters on/off to determine which channel(s) appear for this tab. You can include multiple channels under one tab.

Change Text Colours. This opens the Option window to the Chat options, where you can set the colour for every different chat channel.

Voice Chat. Voice chat with your fellowship is enabled in *The Lord of the Rings Online*. See **Fellowships: Voice Chat**, p. 81.

EMOTES

Emotes are special commands you can type into the Chat window that make your character perform certain actions. For example, if you type **/dance**, your character will dance. (Press any movement key to stop dancing.) Some emotes interact with your current target. For example, if your character, Peony, has Poppy (another character) targeted, and you type **/wave** into the Chat window, other players will see the message "Peony waves to Poppy" while your character waves.

New emotes may be added from time to time. To see the complete current list, type **/emotelist** in the Chat window, or click on the chat-bubble in the lower left corner of your Chat window, then select **Emotes**. Some emotes are actually unlocked via Deeds.

One unique emote is sitting in a chair. To sit in a chair, stand in front of the chair and type **/sit**. The chair will then appear under you. Moving forward makes you stand up out of the chair.

Music

You have the unique ability to compose and perform your own music for other players to hear! At Level 5, you can visit your class Trainer to learn a passive skill that allows you to use one or more musical instruments. You can purchase musical instruments from any Bard NPC.

To play music, you must equip the musical instrument in your ranged weapon slot, and type **/music**, which will put your character into "music mode." While in music mode, your shortcut keys are remapped to musical notes. The 1–8 keys will play notes, and Ctrl and Alt will shift those notes up and down an octave, respectively. To exit music mode, unequip the instrument, or type **/music** again. If other would-be composers are bothering you with their music, you can disable player music in the Options panel under Audio.

Rapid Travel

TRAVEL NETWORK

The world of Middle-earth is very large. In order to help you move quickly to your favorite destinations, each main town has appointed a Stable-master to help. Stable-masters will loan you a horse for a small fee, to travel from one main town to another. The basic purpose of a mount is to help you move faster — up to twice as fast, with the best mounts.

To rent a horse, talk to a Stable-master, pick a route and pay the appropriate fee. You are immediately mounted, and start for the destination you picked. While mounted, you cannot:

- Use a skill (including craft skills)
- Trigger an emote animation (although the text will display)
- Talk to an NPC
- Use any item that you are not carrying

You may jump off your mount at any time along its route (by clicking on the dismount button), but you cannot remount until you talk to a Stable-master again. You are removed from your mount if you are knocked down, stunned, mesmerized, snared or defeated by an attack. You also dismount when you log out.

MOUNTS

Loaned horses are great, but they will only take you between predetermined points. It is even better to own your mount, so you can ride anytime and anywhere you want to — although there are some places where you cannot ride!

You can purchase a mount after performing a quest at Level 35. It has the same movement restrictions as loaned mounts, except you can freely maneuver your own mount. In addition to the limitations listed above, you cannot travel indoors, into a dungeon, into deep water, or into a few other areas.

A mount item is bound to you when you purchase it (Bind on Acquire). Men and Elves can only ride horses, while Hobbits and Dwarves are limited to ponies. When you purchase your mount, it will be displayed in your inventory. To summon your mount, click on its icon.

Vendors

Your current money supply is displayed below your character image in your Character Journal and in any Vendor window that you open. You can use money to trade with other players or spend at Vendors to buy items like weapons, armour and crafting ingredients.

BUYING & SELLING ITEMS

You can buy and sell items at any of the many Vendors in Middle-earth. To interact with a Vendor, double-click on her and the Vendor window will open with four tabs at the top: Sell, Buy, Buyback and Repair (at items Vendors only).

In all cases, your total coin on hand is listed at the top of the window, as **Your Money**. The denominations (in order) are gold, silver and copper. As you sell, buy and repair items, this total increases and decreases. The cash listed at the bottom of the Sell, Buyback and Repair tabs is how much you will make by selling the items selected (for Sell) and how much it will cost to Buyback or Repair the selected items (for Buyback and Repair).

Click on the **Sell** tab to show a list of the (unequipped) items in your inventory. The price that the Vendor will pay for an item is listed beneath

its description. To get more information about an item, hold your cursor over it. Double-click on an item to sell it (or select the item, then click the **Sell** button at the bottom of the panel). The **Sell All** button sells all of the unlocked items in your inventory to the Vendor.

Click on the lock icon next to an item to prevent you from selling it with Sell All. (This will prevent you from accidentally selling items you want to save.) To unlock the item, click on the lock icon again. You can hide all locked items using the Options: UI Settings window.

Click on the **Buy** tab to show a list of the items for sale from the Vendor. The cost of an item is listed beneath its description. To get more information about an item, hold your cursor over it. (As with unequipped items in your inventory, this also triggers a second tooltip box with info about the equipped item(s) it might replace.)

Double-click on an item to buy it; it appears in your inventory.

Buyback

Use this tab to re-purchase items you may regret having sold to the Vendor. This provides some insurance against accidentally selling off important goods. Sold items will appear in this tab for only a limited time, and if you sold a lot of items, not all of them will be available again. (You will be warned if you are selling more items than you will have the opportunity to buy back.)

REPAIRING ITEMS

As you adventure and battle certain monsters, your equipment will wear out. Examine an item (hold your cursor over it) to check its worn status, listed as a Durability gauge in the item description. When an item's durability is reduced to 0, the item is broken and you can no longer use it until it has been repaired. Worn items also show up as an alert on your game window. A simple image of a "knight" appears, with yellow or red items to show damaged or broken equipment, respectively.

To repair damaged equipment, talk to an item Vendor and click on the **Repair** tab. You will be charged a fee based on the value of the item and

amount of damage it has sustained. You can use the **Repair All** button to quickly refurbish your entire outfit.

Vendors pay less for damaged items than for undamaged items, but it usually is not worth the cost to repair an item before selling it — the repairs cost more than they increase the value of the item.

VAULTS

In many towns you can find a *Vault-keeper*. Use the vault as extra storage for items that you wish to keep, but are not planning on using in the immediate future. Your vault can hold 30 items, and those items are accessible at any Vault-keeper. (You cannot store quest items for active quests in the vault.)

AUCTION HALLS

In some towns you can find *Auctioneers* who will put your items up for sale or allow you to purchase items from other players. You can have up to 50 bids and 50 posts at one time. A nominal fee is charged for each auction you post. Items you win are delivered to you via the mail. (See **Mail**, p. 78.) Note that bound items may not be auctioned.

Auctions are a great way for players to acquire a hard-to-find item, or sell an item that they have outgrown.

Trading

You can initiate a trade with another player character by right-clicking on the character and selecting the **Trade** option. You must be near a person to initiate trade. If he wants to trade with you, he selects **Accept**, and the Trade window opens.

The Trade window has two panels. One panel is for you to offer goods and money to the other player. The other is for you to view the goods and cash the other player is offering. You can click on an item the other player is offering to check its stats. When you consider the trade to be fair, click **Trade**. When both of you accept the trade, the goods and cash change hands.

If you want to give another player goods or money as a gift, just open a Trade window, put the gift into it, and click your acceptance of the trade without waiting for the other to reciprocate.

Mail

At various locations around Middle-earth you will notice mailboxes where mail can be sent and received. For example, mailboxes might be found along a road or inside a hall. Mail can be a simple letter to a companion, or you can also choose to send money or an item. A nominal fee is charged for sending mail. Note that bound items may not be mailed.

When you have a letter waiting for you, an envelope icon will appear on your general game screen.

Leveling Up

As you complete quests and defeat enemies in Middle-earth, your character gains experience points (XP). Your XP bar at the bottom of the screen shows you how much XP you have, and how much you need to reach your next level. As you level:

- you gain access to new active and passive skills (but not every level)
- your skills get more powerful
- your stats increase
- you can use more powerful weapons, armour and other equipment
- you gain access to more Trait slots

Each time you level up, you should find one of your class Trainers to see if there are any new skills for you to purchase.

Fellowships

A fellowship is a group of adventurers who have banded together to complete quests, or just to hunt and increase their skills. Formally grouping with other adventurers makes it easier to communicate and monitor each other's status within the fellowship. Most importantly, it equitably divides earned experience between members of the fellowship and it gives all members credit if they are present when an objective is accomplished. (For example, if your quest objective is to defeat a Blackwold leader, and you spend all your time in the battle restoring others, you still get credit when the leader falls.) A fellowship can have up to six members.

A fellowship is far more powerful than the sum of its individual parts. You accrue experience much faster as part of a fellowship than you do while adventuring alone, and the aid of a fellowship is absolutely essential to get through many of the more difficult quests in the game.

If you are the leader, you can invite other players into the fellowship: right-click on a player and select **Invite**. If the player is not in view at the moment, use the slash command **/invite <name>**. When another player invites you to group, you are given a choice to accept or decline. It is perfectly fine to

decline an invitation if you prefer to adventure alone for the moment.

When a player accepts an invitation, a fellowship is formed. The player who issued the invitation becomes the leader. Only the leader can issue further invitations to bring new players into the fellowship.

Once you are in a fellowship, you can send chat messages that are visible only to your fellowship by using the **/fellowship** (or just **/f**) command. Fellowship chat is visible to everyone in the fellowship, no matter how far away they are from one another. Once you have sent a fellowship message, your default chat option will remain set to Fellowship mode until you quit the fellowship or change the chat mode with a new command. To send a normal chat message while in default Fellowship chat mode, use the command **/say <message>**.

The leader of the fellowship also has the power to disband it, or to kick a player out of the fellowship if that player becomes annoying

or is inactive. If the leader leaves the fellowship, the game assigns the leadership to another member, going from the first player invited to the last. The leader may also voluntarily resign, passing leadership to the next player in line.

NOTE

Type /FELLOWSHIP *without a message to see all the different Fellowship commands available. Note that some of these are only available to the leader of the fellowship.*

To quit a fellowship, right-click on your portrait in your vitals display and select the "Leave" option.

Looting. Fellowships have several options for dividing the loot obtained from fallen foes. (Except money — money is *always* divided evenly.) The fellowship leader sets the looting mode by right-clicking on his own portrait, selecting **Loot Rule**, and then a looting option. Options include:

Round Robin (default). Each member takes turns looting fallen foes, in rotation. If he leaves something on the body, no one else can pick it up.

Free for All. All available loot is there for whichever member of the fellowship cares to grab it first.

Master Looter allows the leader of the fellowship or raid to control the loot flow of the entire party. The Master Looter can look at all the items looted and assign each one to a party member, using a drop-down menu. The Master Looter will then be asked to confirm his choice, after which the loot goes to that player. The chat window displays this information to everyone in the party.

Loot Quality. The leader can also choose Loot Quality options, to specify what loot quality cap applies to the Loot Rule chosen. For example, if a leader sets the Loot Quality to Rare, all items below Rare quality will be subject to the loot rules of the party. Anything equal to or above the loot threshold will be rolled for by all members of the party.

When an item is rolled on, each player has the option to Roll or Pass on the item. The player with the highest roll gets the item.

The exception to this is Master Looter. Items below the loot type threshold will be set to Free for All.

Looking for Fellowship (LFF). If you want to find a fellowship, but you do not have any friends online at the moment, you can flag yourself as "Looking for Fellowship," making it easier for fellowships in need of your class and level to contact you. Use the slash command **/LFF** to toggle the LFF flag on or off, or turn it on/off in your Social window.

To find other players who are currently looking for a fellowship in your area, go to the Social window where LFF players are displayed.

VOICE CHAT

Member of fellowships have access to an in-game voice chat system. To use it, you must have the necessary equipment. Some computers have built-in voice chat capability; otherwise, you will need an external microphone.

Activate voice chat in your Options panel. Select the **Main Menu** icon, then **Options**, then **Audio**. Look for the **Voice Enabled** checkbox, and check it to activate voice chat. You can use voice chat in either Hands Free or Push to Talk (PTT) mode. PTT mode is recommended. To use PTT mode, you need to map a key to "Voice Push to Talk" in the Key Mapping section of the Options panel. Then, whenever you want to say something to your fellowship, press and hold that key until you are finished talking. (With Hands Free mode, you do not have to press a key, but anything you say — in fact, anything audible within range of your microphone, including game sounds — will also be broadcast to your fellowship.)

RAIDING PARTIES

A Raiding Party is an alliance of up to four fellowships working together to win a pitched battle against an exceptionally powerful foe or force. Only the most dangerous of quests will require a Raiding Party to complete.

Fellowship leaders can form a Raiding Party by right-clicking on their portrait on their vitals display and selecting the **Convert to Raid** option.

Raid leaders can then open up the Raid Panel of the Social Window and move players around by dragging their icon from fellowship to fellowship.

Also, any Raid member can view the vitals of any of the fellowships involved in the Raid by clicking the Show Vital box in the upper right of each fellowship group.

Kinships

Kinships are groups of players that come together for a common, long-term purpose. (In other online role-playing games, such organizations are often called guilds). The purpose could be purely social, to pool resources, to take care of new players, or to share a common philosophy.

CREATING A KINSHIP

To create a Kinship, you must purchase a charter from a Kinship Clerk. These NPCs are found in various towns throughout Middle-earth. The person who created the Kinship is its first leader. (A Kinship can change its leader.) You cannot create a Kinship if you are already a member of another Kinship.

A Kinship is either restricted by race or it is a Mixed Kinship — the founder makes that decision when he creates the Kinship.

KINSHIP DISPLAY

Once you are in a Kinship, the Kinship tab displays information about your Kinship. The Kinship panel is separated into three main sections — the Kinship's name, its Message of the Day (MotD), and its Members list. The name of your Kinship is displayed prominently at the top of the panel. The Kinship Message of the Day is for important announcements which your Kinship leader or officers would like you to know about (such as scheduled Kinship events or introducing new members). The Kinship member list is used to quickly determine who in your Kinship is currently on-line, where they are adventuring, and what level and class they are. Finding Kinship members close to your own level and current area is a good way to begin establishing a fellowship. All buttons within the Kinship window are considered to be Kinship commands. Kinship commands can only be executed by members of sufficient rank.

KINSHIP TITLES

The character who purchases a charter and starts a Kinship is its founder, and always has that title (or something similar). That character is also the Kinship's first leader. Only one member can be the leader. The other title is officer (or something similar); any other characters in the Kinship can be officers.

Kinship titles depend on what type of Kinship it is:

Rank	Dwarf	Elf	Hobbit	Man	Mixed
Founder	Father	Brandir	Founder	Founder	Founder
Leader	Lord	Tûr	Leader	Master	Leader
Officer	Seneschal	Caun	Chief	Provost	Officer

QUITTING A KINSHIP

To quit your Kinship, press the **Quit** button at the bottom of the Kinship panel. Please note that doing so will also remove any Kinship titles that you have.

ADDING A MEMBER

To add another person to your Kinship, simply press the **Add** button. A dialog box will be displayed requesting the name of the person to add. If you already had someone selected, his name will be filled in by default. If you would like to add someone different, then change the name before you press **Add**.

REMOVING A MEMBER

Only Kinship leaders and officers have sufficient rank to remove people from the Kinship. To remove someone from the Kinship, select her name in the Kinship list and press the **Remove** button. A dialog box will be displayed requesting confirmation.

Crafting

To start crafting, you must first play through the initial series of quests and move out into the wider world. In various towns throughout Middle-earth, you will find a Master or Mistress of Apprentices who will help you select your *vocation*. Each vocation is made up of three professions, as shown below.

At least one workplace of each type is near each Master or Mistress of Apprentices, so that you can immediately begin crafting.

Masters/Mistresses of Apprentices

Master/Mistress	Town	Region
Jill Brushwood	Combe	Bree-land
Old Roger Sorrel	Town of Bree	Bree-land
Blossom Proudfoot	Michel Delving	The Shire
Golphedinir	Celondim	Ered Luin
Nási	Thorin's Hall	Ered Luin
Alfwin	Gondamon	Ered Luin
Thentlaer	Esteldín	The North Downs

A Provisioner is also nearby, to sell you tools and some of the necessary ingredients.

Vocations

VOCATIONS:	Armourer	Armsman	Explorer	Historian	Tinker	Woodsman	Yeoman
PROFESSIONS							
Cook	–	–	–	–	+	–	+
Farmer	–	–	–	+	–	+	+
Forester	–	–	+	–	–	+	–
Scholar	–	–	–	+	–	–	–
Jeweller	–	–	–	–	+	–	–
Metalsmith	+	–	–	–	–	–	–
Prospector	+	+	+	–	+	–	–
Tailor	+	–	+	–	–	–	+
Weaponsmith	–	+	–	+	–	–	–
Woodworker	–	+	–	–	–	+	–

PROFESSIONS

Cook. Combines ingredients obtained from a Vendor or Farmer to produce consumable foods

Farmer. Grows pipeweed and ingredients for Cooks to use in their profession

Forester. Gathers wood and tans hides

Jeweller. Creates jewellery and accessories

Tailor. Creates light and medium armour

Metalsmith. Creates heavy armour and tools

Prospector. Gathers metals for metalsmiths and gemstones for jewellers

Scholar. Researches rare items to produce scrolls and dye pots

Weaponsmith. Creates metal weapons

Woodworker. Creates wooden weapons and weapons with wooden hafts

CRAFT TRAINING

Near each Master or Mistress of Apprentices, there is a Provisioner and Novice-level Crafting Trainers of all types. The Trainers are stationed at the assorted workplaces that are needed to engage in crafting tasks. Between the Provisioner and the Crafting Trainers of your chosen professions, you can acquire most of the items you need to begin crafting. All crafts require the correct tools, raw materials, and a workplace to perform the task. For instance, woodworking requires a set of woodworking tools, a supply of wood (that can be found throughout your travels in Middle-earth), and a workbench. (You receive your initial tools when you choose a profession.) Workbenches are found in many locations in most towns.

Crafting Points & Advancement. Each profession is broken up into levels or tiers, and each tier has specific requirements that must be met to advance to the next tier. Every time you create a new item in a given profession, you are rewarded with Crafting Points. After a requisite number of Crafting Points have been earned, you will be rewarded with a new title, and you may find that you need to complete a task — a crafting quest — to advance to the next tier of that profession. The major tiers of crafting are *Apprentice*, *Journeyman*, *Expert*, *Artisan* and *Master*.

After you successfully complete a tier (for example, moved from Apprentice to Journeyman), you will have new crafting actions to try. For example, an Apprentice Prospector can only mine for Tin and Copper. A Journeyman Prospector can also mine for Barrow Iron. This type of progression continues for all five tiers of each profession.

Completing each tier is not all there is to crafting. Completing the first tier of crafting (from Apprentice to Journeyman), merely demonstrates that you are a Proficient Apprentice. You are not yet a Master in those crafting acts. Your initial Profiency-level crafting bar (denoted with a brown anvil), has been filled up and a new Mastery-level crafting bar (denoted with a gold anvil) is now available. To achieve Mastery, continue performing the Apprentice crafting actions. For example, using the Prospector from above, you will want to mine for both Barrow Iron to advance your tier and Copper to advance your Apprentice tier toward Mastery.

TOOLS & WORKPLACES

Once you have chosen your vocation, your first stop should be at the local Provisioner, to buy the tools you will need to begin gathering your necessary raw materials. For some items, many of the raw materials can also be acquired at the Provisioner or a tradesman. Every profession has a necessary tool that *must be equipped* on your character sheet to use it, and a necessary place to actually do the work:

Profession	Workplace
Cook	Campfire or Oven
Jeweller	Workbench
Metalsmith	Forge
Scholar	<none>
Tailor	Workbench
Weaponsmith	Forge
Woodworker	Workbench

GATHERING MATERIALS

Crafting materials are found throughout Middle-earth on Vendors, as loot drops or ground spawns, or in the assorted chests and crates around the world. Raw materials for crafting consist of *ores*, *woods*, *gems*, *seeds*, *cooking supplies*, *dye components*, *hides* and *lore items*. Ores and woods are most commonly found as ground spawns, and if you have the gathering skill to collect them, you will have a tracking skill that you can activate to give you an indicator when you are near that resource. Ore nodes can also produce gems for Jewellers and minerals used as components for dyes. Seeds and cooking supplies can be purchased from Provisioners or tradesmen. Hides are found as loot drops from many creatures. Lore items are found as loot drops on humanoid enemies or in and around ruins. All of these assorted materials can also be found in chests scattered throughout the landscape and in dungeons.

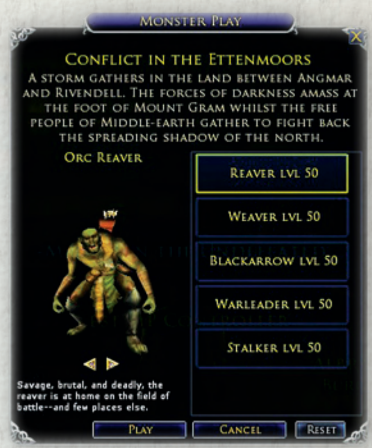
MASTERY OPTIONS

When you master any tier of a profession, you will find a Mastery Option tab at the bottom of the crafting panel. For the gathering professions, this usually only indicates the outcome of a "Critical success" — a particularly well-executed attempt to craft an item.

With the production professions, such as Woodworker or Weaponsmith, the Mastery Options panel allows you to attempt to create a customized item by adding optional components to your recipes, which may change the properties of the finished product. The panel will show trophy items that can be selected for use during your crafting attempt. If you check the "Use" box to use a trophy item, that item will be consumed in the crafting attempt, and if you achieve a "Critical success," you will have manufactured an item that is much better than normal.

The items required in the Mastery Options panel range from trophies dropped by enemies, to items that can be created by Scholars.

Monster Play



Monster play gives you the opportunity to create your own army of monsters and join the Dark Lord Sauron in the War of the Ring. Whether it is as a savage Uruk crushing Hobbits or a Warg in search of unsuspecting prey, you can skulk across the northlands in service to Angmar and its master, the evil Witch-king. Monster play allows you to experience life as a foot soldier of the Enemy, fighting against the Free Peoples of Middle-earth (played by both players and NPCs) who are attempting to halt the advancing shadow of Angmar.

The region of the Ettenmoors is dedicated to the battle against the forces of evil, and it is the only place where players can directly fight against other players (as Monsters versus Heroes). Here the battle rages without end.

BECOMING A MONSTER

Playing a monster is a powerful and exciting adventure all of its own. Monster characters can only be unlocked by first creating a "hero" character. Heroes are any standard characters (whether Elf, Dwarf, Man or Hobbit) who have achieved Level 10.

Once your regular character has become a Hero, you can create your first monster. The first step is to locate a Fell Scrying Pool. Relics of ages past, Fell Scrying Pools are corrupted water basins whose ancient powers allow you to peer into corrupted areas of Middle-earth. They are often found in social centers such as the Town of Bree.

When you interact with the Fell Scrying Pool you will be allowed to create your first monster character.

Choose one of the available classes and then click the **Play** button to enter the Ettenmoors.

When you are ready to quit your Monster, press Esc and click on **Leave Monster Play**. Your monster character will be stored away (until you choose to re-enter the service of the Dark Lord) and you will be returned to your Hero who visited the Fell Scrying Pool.

CREATING YOUR MONSTER

Because monsters are all about fast, fun, explosive combat, there is no separate character creation process. Instead, each monster comes fully loaded with its own race, gender, appearance, equipment, skills and abilities. There are currently five different monsters to choose from:

Orc Reaver. Savage, brutal and deadly, the Reaver is at home on the field of battle — and few places else. His swift attacks and ability to dual-wield weaponry make him a formidable foe. When pressed, the Reaver is capable of tapping the strength of his blood to become a frenzied warrior who rains blows on his enemy with frightening speed.

Spider Weaver. Cunning, patient and fearsome, the Weaver's home is not within the heart of the battle, but rather at its edges, where she can best employ her strengths and shield her weaknesses. With poison,

clinging webs and the ability to burrow beneath the ground, the Weaver is a mistress of woe who skulks on the fringes of battle.

Uruk Blackarrow. Accurate, vindictive and violent, the Blackarrow employs the bow against his foes, striking from behind the front-line warriors of Angmar's Army. Employing fire and the deadly gifts of shadow from Angmar, the Blackarrow is a potent foe who drives his arrows deep into his targets' midst.

Uruk Warleader. On the battlefield, the Warleader shines as a warrior on the front line and an inspiration to his allies. Through mocking, humiliation and force of will, the Warleader can inspire the meekest of troops to greatness. His fearsome howls augment his strong arm and shield to make his blows all the more deadly.

Warg Stalker. At home in a pack or stalking the woods silent and stealthy, the Stalker strikes suddenly and does not offer escape to his foe. Strong jaws, hardened claws and fierce determination drive the Stalker, making him one of the most feared opponents in battle.

All you have to do is select the kind of monster you want to play, name the creature, and get started! Your current Hero character will be logged out and you are transported to the Ettenmoors.

Be warned: Once you arrive, you will be an actual monster. You are now the evil that others fight so valiantly to defeat. You will commit atrocities in the name of Sauron — and will be hunted unmercifully by the Free Peoples of Middle-earth. Monster play is not for the faint of heart.

THE ETTENMOORS

The Ettenmoors are a dangerous place, right in the heart of the War of the Ring. It is here — in these rugged lands — that the Free Peoples have fought countless times over the ages against the shadow of Angmar. These treacherous lands lie just to the north of Rivendell, and it is here that the Witch-king of Angmar fled after his defeat in the Battle of Fornost.

Encompassed within the Ettenmoors are ruins that once served an ancient civilization of Men. These ruins provide tactical positions that are controllable by Monsters or Heroes. In addition to these ruins, there is a rich mine in the frozen north near Arador's End and a lumberyard nestled in the forest to the south by Hithlad.

Monsters and Heroes each begin in a safe area. For Monsters, your journey begins at Gramsfoot, a fort in the northwest corner of the Ettenmoors. For Heroes, you begin at the majestic fortification of Glân Vraig. At these safe locations you can purchase goods, repair items, seek quests, train skills, treat with Bards,

and assemble your forces for the battle ahead. While the areas surrounding these entry points are relatively safe, the same cannot be said for the remainder of the Ettenmoors. Across this massive theatre of war you will find not only the Enemy, in the form of Angmar's Dark Army, and the Free Peoples, but a host of creatures both friend and foe:

- Eagles and bears have aligned with the Free Peoples, heeding the call to defend against the ravages extending from the north.
- The Warg packs and spiders broods have been conscripted into the service of the Dark Lord Sauron, and they stalk the woodland and moors with ferocity.

Other indigenous creatures have joined neither side and pose a threat to both Monsters and Heroes alike. There is no end of conflict available in the Ettenmoors.

BATTLING AS A HERO

The Free Peoples of Middle-earth are also sending their strongest and bravest Heroes to the dangerous lands of the Ettenmoors. You can take your Hero to these wild lands once your character has achieved Level 40 (even then it is advisable to only travel in this harsh land as part of a well-armed fellowship). To join the battle, locate a Stable-master who can send you to the Ettenmoors. Most Stable-masters with this route are located in major social centers, such as Rivendell.

CHAT

Monsters share much of the chat channel functionality of normal characters; channels that do not apply to monster characters will not be available for their use. Chat is not possible between Monsters and Heroes.

DESTINY POINTS

Destiny Points are a powerful currency that you can spend on your Monster and Hero characters. Because they accumulate at the account level, the points are independent of any individual character. This means that you can spend points that you earned as a Warg on either your Warg monster or (for instance) your Hobbit Burglar. Destiny Points appear on the main Character page of your Character Journal for both Monsters and Heroes.

For Monsters. Monsters can earn Destiny Points by completing quests, killing NPCs, and killing player-controlled Heroes. These Destiny Points are the primary form of Monster advancement.

These points can then be spent, as a currency, on all kinds of upgrades for your monster. For example, your Uruk Warleader can use Destiny Points to buy more armour, new skills, powerful Traits, and even appearance improvements such as warpaint.

In addition to showing your Monster's progress with appearance and equipment, your portrait's circle on the Vitals bar will also change. Just as with regular monsters in Middle-earth, your monster begins life with a green portrait circle showing you as a "Swarm" level creature. As you buy more skills and Traits, you will eventually advance to "Normal" (shown in blue) and finally to "Signature" (shown in red).

For Heroes. Your standard character can also benefit from Destiny Points. However, they can only earn Destiny Points by leveling and killing monster players. Heroes are allowed to spend Destiny Points on Destiny Point Perks, which are temporary buffs that can be used to boost your strength, add to your speed, and even give you more experience points.

Once you reach Level 10, a small box appears in the lower right of your screen, displaying your current point total. Click on **Spend Destiny** to display a list of available Destiny Point Perks. You are given a few Destiny Points to start out with, but the best way to acquire them is through Monster play.

INFAMY & RENOWN

The Ettenmoors are a dangerous place, focused around action-packed player-versus-player (sometimes called PvP or PK) battles of Heroes against Monsters. The goal for both sides is to kill the other, bringing valuable accolades and acclaim from your leaders. For Monsters, this is called Infamy; for Heroes, it is called Renown. Your character's current levels of Renown or Infamy appear on The War page of your Character Journal.

Monster Infamy. The Dark Lord Sauron has only one deadly purpose — to find the One Ring and enslave Middle-earth. As a faithful minion of the Witch-king, you have been commanded to destroy the Free Peoples in deadly hand-to-hand combat and grow the power of your masters.

Each time that you defeat a Hero (controlled by a player) in combat, your Monster's Infamy grows. (Infamy is a statistic somewhat like experience points for Monsters.) As you gain more Infamy, your Monster will increase in Rank, adding power and unlocking high-level skills, Traits and consumables. There are fifteen Ranks to earn as a Monster, each with its own unique Titles and Rank Insignia. The highest Rank you can achieve as a Monster is "Tyrant."

Hero Renown. While Frodo, Gandalf and the rest of the Fellowship have headed east towards Rivendell, the last Heroes of Middle-earth have been asked to protect the lands of Eriador from the armies of Angmar. You are charged with protecting the young and the weak from the evils of Sauron.

Each time that you defeat a player-controlled Monster in combat, your Hero's Renown grows. Renown for Heroes works just like Infamy for Monsters. As you gain more Renown, your Hero will increase in Rank. There are fifteen Ranks to earn as a Hero, each with its own unique Titles and Rank Insignia. The highest Rank you can achieve as a Hero is "Captain-General."

RATINGS

Both Monster and Hero characters have an overall rating. This Rating is a fluctuating number that rises and falls based on your victories and defeats in Monster versus Hero combat. The amount of rating points that you earn or lose is calculated based upon your Rating and the Rating of your opponent or opponents.

You start with an average rating of 1000; the maximum possible rating is 2000. You gain more points for defeating someone with a higher Rating than you. You lose more points when defeated by a player with a lower Rating than you.

As your Rating increases, so does the amount of Renown/Infamy that you earn for victories. Thus, a lofty Rating is highly coveted, but it also makes you a prized target of the enemy!

Prestige. Prestige is a visual representation of your Rating. Prestige appears as a collection of stars surrounding the player portrait on your screen. Only characters with an above-average Rating will earn these Prestige stars. As you work your way to maximum Rating, you will achieve the maximum of five Prestige stars.

KEY OBJECTIVES

Throughout the region of the Ettenmoors, there are a number of contested locations that can be captured and taken over by one side or the other. A dynamic mapnote displays a flag at these locations — red for monster characters and blue for normal characters — to show which faction currently controls this point. Fearsome allies or enemies await you within these strongholds (depending on which side currently holds it) and you would be well advised to attack one of these locations only with a large force. The three types of objectives are:

Ruined Keep. Tol Ascarnen is a large keep in the center of the Ettenmoors that is a valuable strategic stronghold for whoever controls it.

Ruined Towers. There are two ruined towers in the Ettenmoors that can be captured by either side: Lugazag in the northwest and Tirith Rhaw in the southeast.

Resources. The rich mine of Isendeep lies in the frozen north near Arador's End. The Grimwood Lumber Camp is nestled in the forest to the south by Hithlad.

OTHER LOCATIONS

Keeps. Each side holds a major keep that can be used as a fallback location, as well as a relatively safe haven to meet, gather more quests and prepare for battle. The Monsters control Dâr-gazag in the west and the Heroes control Ost Ringdyr in the east.

Rally Circles. Unlike the rest of Middle-earth, some of the rally circles within the Ettenmoors service only the side of evil or good. These rally circles are tied directly to the ruined towers of Lugazag and Tirith Rhaw. The side that controls a tower also controls the nearby circle.

Options

You have a lot of options for customizing how the game looks and how it plays. This section is a brief summary of those options.

At the bottom of each Options screen are three buttons:

Revert <XX>. Returns the settings of this screen to where they were when you opened Options.

Default <XX>. Returns the settings of this screen to the defaults for the game.

Accept. Accepts any changes you have made on any Options screen and closes the Option window.

GRAPHICS

Detect Optimal Settings. Check this box if you want the game to automatically determine the best graphics settings for your computer.

Overall Graphics Quality (Very Low – Ultra High; Custom). This is similar to Detect Optimal Settings, but you decide the relative importance of graphics quality and framerate. (The higher the quality, the lower the framerate, and vice versa). Once you choose a setting, the game determines the specific graphics settings that fit your choice. The word "Custom" will appear here if you have altered individual setting to your liking.

Full Screen. Uncheck this to run the game in a window. A window might be more convenient, but running the game in Full Screen mode tends to be faster.

Resolution (800x600 – 1920x1200). You cannot choose a resolution greater than that of your monitor, but you can choose a lower resolution. Lower resolutions, such as 800x600, will provide better performance on slower computers, while higher resolutions can provide maximum detail on faster machines. This can be set for both Full Screen and Windowed.

Aspect Ratio (4:3 – 16:10; Auto). This stretches the game window wider, or pulls it taller, to fit the ratio (width to height) that you choose. Choose Auto to have the game determine the best fit for your monitor.

Antialiasing (Disabled, 2x, 4x). Antialiasing increases visual quality — the higher the multiplier, the smoother the image. Disabling provides faster graphics performance.

Brightness, Contrast, Gamma Level (darker – brighter). If your screen is too dark, move one or more of these sliders to the right. If the screen is too bright or looks washed out, move a slider to the left.

ADVANCED GRAPHICS

This tab includes a large variety of graphics settings. Generally, setting them to High, or On, or checking a box improves visual quality (sometimes by adding visual accents), while setting them to Low, or Off, improves performance and frame-rate.

AUDIO

Sound Effects Volume (low - high). This controls the volume of incidental sounds (horses neighing, the clash of weapons, footsteps and so forth).

Music Volume (low – high). This controls the volume of the background music that is usually playing, especially in towns.

UI Volume (low – high). This controls the volume of the sounds your user interface makes as it opens windows, sends messages, and so forth.

VO Volume (low – high). This controls the volume of all the voice-overs you will hear in the game.

Player Music Volume (low – high). This controls the volume of music played by the Player Music System.

Sound Playback (Software-Stereo, Hardware-3D). Determines whether your software or your computer hardware is playing the game's sound. The default is Software-Stereo unless your computer has a 3D sound card.

Use EAX. Check this if you want the game to use your EAX system.

Mute. Check this if you want to turn off all sound completely.

Voice Enabled. Check this if you want to be able to hear (and speak) voice chat. (See **Fellowships: Voice Chat**, p. 81.)

Mic Test. Check this for a quick test of your microphone for voice chat.

Hands Free Voice. Check this if you do not want to have to press a key to speak in voice chat. (The default is unchecked, and there is no default key for voice chat.)

The remaining audio options are for voice chat:

Voice Volume (low – high). This controls the volume of incoming voice chat.

Voice Microphone Gain (low – high). This controls how greatly your own voice chat is magnified.

Voice Capture Threshold (low – high). This determines how loud a sound must be to be picked up and broadcast through voice chat.

Voice Playback Latency (low – high). This determines how long incoming voice chat is held before it is played to you. A low value gets the chat to you faster, while a high value has more time to "assemble" the incoming chat and deliver it with less interference.

Voice Playback Device, Voice Capture Device. These two drop-down menus display all devices connected to your computer that can be used for incoming (playback) and outgoing (capture) voice chat. Choose the one(s) you want.

UI SETTINGS

Floating Information. These are all check boxes to determine what information appears on the screen. If you want to see information without selecting specific targets, check the appropriate box. (Note that most of this information is available when you click on a target.)

Tooltips. Check *Tooltip Enable* if you want to see tooltips. *Tooltip Delay* (0 – 5 seconds) determines how long each tooltip stays on the screen. You probably want to keep *Cross-Compare Item Tooltips* (the boxes that appear when you run your cursor over an item in inventory, comparing it to what you have equipped) even if you turn off *Instant World Tooltips*.

Appearances. Uncheck *Show Helmet*, *Show Cloak* or *Show Boots* if you do not want that particular item to appear on the screen. Most people hide their helmets or cloaks because they want their armour protection, but prefer to be seen without them. *Show Boots* is a special option for Hobbits — if you want the added protection of boots, but want to appear barefoot like a real Hobbit, put on your boots and uncheck this option.

Show Rank toggles whether other players can see your PvP Rank.

Show Surname determines whether other players can see your chosen surname.

Panels. These settings toggle the display of a number of windows and Alerts. For example:

Show Connection Status in Alert Panel displays a "link" icon that you can hold your cursor over when you want to check your latency, ms. loss, and send/receive speed.

Misc. These are the remaining UI settings, such as:

Current User Skin. It is possible to import and apply a new user skin for your screen. If you have additional skins, you can select one from the pulldown menu.

COMBAT OPTIONS

Combat options allow you to customize your combat experience in a number of ways, including automatically moving to engage your target and enabling target forwarding.

SOCIAL OPTIONS

Uncheck *Kinship Requests*, *Fellowship Requests, Secure Trade* and *Sparring Requests* if you do not want to receive any offers to join a Kinship, join a fellowship, make a trade or spar with another player character.

CHAT

Chat Window Opacity (none – full) determines how much you can see behind the Chat window. None (0) means that only the words themselves block your sight; full (100) means that the entire window completely blocks you from seeing anything behind it.

Send Tells to IM Chat Tab sends any tells (private messages from other players) that you receive to a separate chat tab. If you *also* check **Automatically Create IM Sessions**, each tell from a new player creates a new Chat window for conversation with that player.

Profanity Filter Enabled. When checked, incoming chat will be filtered and profanity replaced with inoffensive text.

You can also set the colour and size for every possible type of chat, both incoming and outgoing.

QUICKSLOTS

These options determine which Quickslot bars appear on your screen, and whether they are horizontal or vertical. (You can also lock/unlock your Quest Tracker here.) For each Quickslot bar, choices include:

Always show. This places the bar permanently on the screen. (Note that you can only toggle Bars 1, 2 and 3 on and off during play.)

Make horizontal. Each bar can appear horizontal or vertical; this toggles that choice.

Dock. Docking a bar means that it always appears horizontal, immediately above the primary Quickslot bar. (You cannot change the primary Quickslot bar using these toolbar options.) Docking overrides your horizontal/vertical choice — a docked bar always appears immediately above the primary bar.

There is only room for three docked bars. If you choose to make more than three docked bars appear, the final bars (3 and 4, or 3 and 5, or 3, 4 and 5) appear "stacked" in the same place on the screen. You can select icons from them with keystrokes, but you can only click directly on the bar in front (the lower-numbered bar).

Therefore, if you want to see more than three extra bars, undock at least one of them and move it somewhere else on the screen (either vertical or horizontal). (You can move visible elements by pressing Ctrl \\.)

MOUSE

Mouse Look Sensitivity (low – high). Move this slider to the right to get broader, sweeping movement with Mouse Look ( ). Move to the left to get more precise, slower movement.

Mouse Look Smoothing (low – high). Move this slider to the left to get more immediate response to mouse look movement. Move to the right to get smoother, but less immediate response.

Invert Mouse Y Axis. Check this if you want to look down (rather than up) when you push the mouse forward.

Camera Aligns to Slopes. Check this if you want the camera to follow slopes, looking higher than normal as you climb, and looking lower than normal when going downhill.

KEY MAPPING

This lists every keyed action that can be changed. For every action, there are two possible slots for keystrokes. Most actions have only one keystroke, but a few have two different keys by default. In particular, both W, A, S and D and ↑, ←, → and ↓ control your movement in four directions.

To change or add a key to an action, first click on the action's button. When the instruction window appears, click on a new key for the action. (You cannot assign Esc, Shift Esc or Ctrl Esc to an action.)

- If the action already had a key bound to it, this adds a second key binding.
- If it already had two keys bound to it, it replaces the first (left) key with the new key. If the second key is the one you want to replace, add the new key (deleting the first key), then re-add the first key (deleting the original second key).

You can make the new key binding a "chorded" keystroke, combining Shift or Ctrl with another key. (If you make enough assignments, you will have to do this when you run out of single keys to use.)

Click on the red "no" circle to delete all key bindings for an action.

Key categories include:

- Movement
- Quickslots (the default Quickslot bar, plus Quickslot bars 1–5)
- Camera Control
- Selection (how you select various characters, creatures and items)
- Panels (which key toggles each panel on and off)
- Chat
- Miscellaneous

NOTE

Be careful — if you select a key that is in use elsewhere, it simply changes the key's binding to the new action without notifying you first.

The Voice Push to Talk action is at the end of Miscellaneous, at the very end of the action list. It has no default key binding; if you want to use it, you must assign a key to it.

TROUBLESHOOTING

These are a few commands to help you tweak frame-rate and optimize your overall gameplay experience.

UI CUSTOMIZATION

Beyond the options available in the Options Menu, you can also tweak the locations of many UI windows directly.

By pressing Ctrl \ you can bring up the UI customization mode, even if you are not in the Options menu. In this mode you can move your UI windows around and position them as you prefer. When done, press Ctrl \ again to exit the customization mode. For more information, see **Customizing Your Screen**, p. 57.

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24. We may assign this EULA, in whole or in part, at any time with or without notice to you. You may not assign, transfer or sublicense this EULA or any of your rights or obligations hereunder.

25. Notwithstanding anything in this EULA to the contrary, you hereby acknowledge that Turbine's direct and indirect licensors and publishers are third-party beneficiaries of this EULA and have the right to bring an action directly against you for a breach of this EULA to the extent required to enforce their respective rights in the Game.

26. All services relating to the Game for which you subscribe are offered by Turbine or its subcontractors. Our support website is www.lotro.com/support. Current applicable rates for using the Game, including online service subscription for access to the Server, may be obtained from www.lotro.com/support, and such rates are subject to change at any time. If you are a California resident, you may have this same information emailed to you by sending a letter to Turbine at PO Box 747, Westwood, MA 02090 (Attention: Customer Service) with your email address and a request for this information.

27. WARNING CONCERNING THE RISKS OF EPILEPTIC SEIZURES AND THE PRECAUTIONS TO TAKE WHEN USING A VIDEO GAME. CERTAIN INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES OR LOSS OF CONSCIOUSNESS WHEN VIEWING CERTAIN KINDS OF FLASHING LIGHTS OR PATTERNS THAT ARE COMMONLY PRESENT IN OUR DAILY ENVIRONMENT. THESE PERSONS MAY EXPERIENCE SEIZURES WHILE WATCHING SOME KINDS OF TELEVISION PICTURES OR PLAYING CERTAIN VIDEO GAMES. THIS MAY BE EXPERIENCED BY PERSONS WHO HAVE NO ADVERSE ANTECEDENT MEDICAL HISTORY OR WHICH HAVE NEVER EXPERIENCED SEIZURES IN THE PAST. IF YOU HAVE EXPERIENCED SYMPTOMS LINKED TO AN EPILEPTIC CONDITION (SEIZURE OR LOSS OF AWARENESS) IN THE PRESENCE OF LIGHT STIMULATIONS, CONSULT YOUR PHYSICIAN BEFORE USING ANY VIDEO GAMES. IN ANY CASE, THE FOLLOWING RULES SHOULD BE COMPLIED WITH WHEN USING A VIDEO GAME: (I) AVOID PLAYING IF YOU ARE TIRED OR IF YOU LACK SLEEP; (II) ENSURE THAT YOU ARE PLAYING IN A WELL LIT ROOM; AND (III) WHEN PLAYING, TAKE TEN TO FIFTEEN MINUTE BREAKS EVERY HOUR.

28. The Software is a "commercial item" if acquired under agreement with the U.S. Government or any contractor therewith in accordance with 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or any succeeding similar regulations.

29. The parties hereto have requested that this agreement, and all correspondence and all documentation relating to this agreement, be written in the English language. A French version of this EULA is available at http://www.lotro.com/support/policies/eulaf. Les parties en présence ont requis que ce règlement ainsi que toute la correspondance et la documentation relative à ce règlement, soient rédigés en anglais. Une version en français est disponible sur internet à l'adresse suivante: http://www.lotro.com/support/policies/eulaf.

Code of Conduct

The Code of Conduct governs player behavior while playing ***The Lord of the Rings Online™: Shadows of Angmar™*** (the "**Game**") and participating on the Game Website http://www.lotro.com/support/policies/eula, including the forums. The Code of Conduct is designed to make everyone's game experience as enjoyable as possible. Failure to follow the Code of Conduct may result in the suspension or termination of your Game account without refund (if applicable).

1. While participating in the Game or on the Game Website you must respect the rights of others to play and enjoy the Game world as intended by Turbine, Inc. ("**Turbine**").

2. You may not communicate any player's real-world information through the use of the Game Website, Game client or server software or any other means.

3. You may not use or distribute sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially or ethnically offensive language (including, by way of example, but not limited to, ethnic slurs and religious epithets), content, character names, titles, descriptions, or in-game labels (including, by way of example, but not limited to, offensive or inappropriate guild names, pet names and inscriptions).

4. While playing the Game or participating in related services, you may not exhibit or partake in behavior that is disruptive to the Game's normal playability, causes grief or alarm to other players, or degrades the service performance or other players' client software (for example, deliberately using game bugs or loopholes to disrupt the game or dropping excessive items).

5. You may not spam or flood with multiple posts the Game chat or the Game Website features.

6. You may not impersonate any Game Support Staff member or other Turbine employee, past or present.

7. You may not violate any local, state, national, or international laws or regulations.

8. You may not market, promote, advertise, or solicit products or services within the Game or Game Website.

9. You may not modify the Game client, server or any part of the Game Website.

10. You may not advertise the intent to, commit the act of, or facilitate the ability of others to commit the act of, unauthorized selling, buying, transferring or sharing access to any Game account.

11. You may not advertise the intent to, commit the act of, or facilitate the ability of others to commit the act of, unauthorized selling or buying of Game items for real-world monetary values or other consideration.

12. While participating in the Game, both in-Game and through the official Website, you will follow the instructions and guidelines of authorized personnel at all times.

13. You may not form or participate in groups whose ideology is based upon or resembles anti-religious, anti-ethnic, anti-sexual orientation, nationalistic, racist or sexist philosophies.

14. You may not intentionally hide or falsify personal information that is deemed necessary for Game account or website account creation.

15. You may not upload or transmit copyrighted material to any aspect of the Game or related services without the express consent of the copyright holder.

16. You will not attempt to interfere with, hack into, or decipher any transmissions to or from the Game or related services.

17. You will not exploit, distribute or publicly communicate any Game error, miscue or bug which gives an unintended advantage within the Game world. You may report bugs at lotrobugs@turbine.com.

18. You may not create, post, use or distribute any utilities, emulators or other third party software tools without the express written permission of Turbine (including, without limitation, macroing programs, botting programs, server emulators, client hacks, map hacks, and data gathering utilities).

19. You may not harass other players or Turbine staff, including by way of example, but not limited to, threats, stalking or abuse of others.

20. You may not post website links or URLs in the Game that point to content deemed by Turbine to be inappropriate, including, without limitation, any website links or URLs directed to other commercial products or services. You may not post website links or URLs to any materials (including software and other information) that could harm (or is designed to harm) other players' computers or would allow others to inappropriately access software or websites.

21. You may not use the Game and/or related services for illegal activities. Turbine is not responsible for anything you say (text or voice) in-game or in our chat rooms or forums, or for any consequences that arise from what you say. If you break the law, you alone will be responsible for the consequences.

22. Although the Game is a role-playing game, you may not claim "role-playing" in defense of any violation of the Code of Conduct.

23. You may not conduct surveys, contests, pyramid schemes, chain letters, junk email, spamming or any duplicative or unsolicited messages (commercial or otherwise).

24. You may not defame, abuse, harass, stalk, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others.

25. You may not post or upload files that contain viruses, Trojan horses, worms, time bombs, cancelbots, corrupted files or data, or any other similar software or programs that may damage the operation of the Game or other users' computer.

26. Except as expressly authorized by Turbine, you may not advertise or offer to sell or buy any goods or services for any purpose, unless the Game specifically allows such messages.

27. You may not falsify, delete or disable any copyright management information, such as author attributions, legal or other proper notices or proprietary designations or labels of the origin or source of software or other Content.

28. You may not restrict or inhibit any other user from using and enjoying the Game or related services. For example, disrupting the flow of chat in chat rooms with vulgar language, abusiveness, hitting the return key repeatedly, inputting excessively large images so the screen goes by too fast to read, use of excessive SHOUTING (all caps) in an attempt to disturb other users, "spamming," or "scrolling" (continuous posting repetitive text), are prohibited.

29. You may not harvest (in an automated manner or otherwise) or otherwise collect personal information about others, including e-mail addresses, or use such information to send unsolicited emails.

30. You may not use, download or otherwise copy, or provide (whether or not for a fee) to a person or entity any directory of users of the Game and related services or other user or usage information or any portion thereof.

31. You may not attempt to get a password, other account information, or other private information from a member or any other user of Game and/or related services.

32. You may not improperly use in-Game support or complaint buttons or make false reports to Turbine administrators.

33. You may not use the Game and/or related services in any manner other than for personal communication as an individual user (i.e. not as a corporation or other entity).

34. You may not use the Game and/or related services for fraudulent transactions including, without limitation, fraudulent in-Game virtual transactions.

Note: Turbine has final say over what constitutes a violation of this Code of Conduct. Turbine reserves the right to change the Code of Conduct at any time. Check the Game Website http://www.lotro.com/support/policies/eula periodically for updates to the Code of Conduct.

Remedies to inappropriate behavior:

A player who violates the Code of Conduct may be warned by Turbine staff, but some particularly serious violations or repeated violations can result in other sanctions, such as a lockout or permanent ban, without warning. In addition, Turbine reserves the right to delete characters or entire accounts as we see fit, without warning, for certain violations.

Chat (text and voice) in the Game and Game Website may be logged and may be reviewed at any time and for any reason, including, without limitation, to assist in making decisions regarding violations of the Code of Conduct. This includes, but is not limited to, private chat, fellowship chat and allegiance chat.

If you understand the terms of the End User License Agreement and the Code of Conduct and these terms are acceptable, please indicate your agreement and your intent to be legally bound by them by affirmatively accepting the terms where indicated.

Credits

LEAD DEVELOPMENT

Jeffrey Anderson, *CEO*

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Yaming Di, *Art Director*

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Legal Counsel: Tom Magnani, Esq.

Special Thanks: Al Bendich

Midway

Thanks to both Midway Home Entertainment and Midway Amusement Games

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All our Families and Loved Ones.

Babies born to the LOTRO team during the development of this game:

Nora Anderson, Alec Kanian-Andriole, Quinn Roger Bressler, Miles Jacob Bressler, Ewan Thomas Bazar Brewer, Halley Charette, Paige Charette, Brody Charette, Noah Michael Corcoran, Effie Genevieve DeMelle, Lola Lucille DeMelle, Tinna Di, Christian Matthew Fournier, Paul Wellington Frost IV, Olivia O'Neill Frost, Madeline Green, Owen Rhys Hildenbrand, Kyra King, James Edward Lawler, Zachary Martin Mangio, Isadora ("Izzy") Anne Mauricia, Molly Anne McGorry, Isabel Mersky, Moriah Mersky, Ezra Lee Moy, Bradley Jamison Nicosia, Fernando Benjamin Paiz, Miranda Grace Paiz, Gerald Trudeau, Sean Evan Zissu

Support Options

For help, please visit:
www.lotro.com/support

Account Management

For installation problems including damaged or defective installation discs, please click on **Installation**.

For account management support including billing inquiries, payment issues and subscription questions, please click on **Account**.

Technical Support

For post-installation problems, please click on **Technical**.

Searchable Knowledge Base

The answers to virtually any question of any type can be found in our on-line knowledge base. To visit the knowledge base, please click on **FAQs**.

IN-GAME SUPPORT

Press [Esc], then select **Help** from within the game to submit a request for assistance. The in-game support team will not answer "how to" questions. For game play questions, please visit our searchable Knowledge Base.